XBOX 360 OFFICIAL GAME GUIDE

ALL ORBS REVEALED!

CRACKDOWN 2

PRIMA GAMES

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Microsoft game studios

HOW TO USE THIS GUIDE

The world you know is falling apart, and only the Agency can save it from completely crumbling. As one of the few remaining peacekeepers, you'll use your skills and training to battle back freaks overrunning the city streets and undermine Cell terrorist groups looking to establish their own brand of government. The following overviews detail everything you need to survive in the lawless and deadly urban jungle that is Pacific City.

Basic Intel

Every peacekeeper needs basic training and advanced tactics to compete out on the streets. This chapter offers info on combat tips, abilities, Agency support, stunts and races, mission summaries, freak lairs, and more.

Enemy Dossiers

Get briefings on the enemies around Pacific City. The Cell fighters come armed and dangerous, and the various mutant freaks roam the nighttime streets. Learn what weaponry to expect and the best ways to deal with enemy ambushes.

Agency Arsenal

Gear up with complete specs on all Agency-supplied weapons and explosives. Find out the nuts and bolts on everything from the AM sniper to the Mach HMG-120 to the Ultra assault rifle.

Vehicle Blueprints

Zip through the specs on all Agency-supplied vehicles, Cell-controlled wheels, and civilian modes of transportation. From your initial cruiser to the sporty roadster to the heavy-duty tank, flip through each vehicle's schematics to find what you want to drive and how to unlock it.

Mission Walkthroughs

The complete rundown on your Agency missions is here, including detailed maps, enemy placements, encounter strategies and tactics, absorption unit and beacon locations, Cell strongholds, and how to overcome the terrorists at every turn within Pacific City.

Orb Collection

Every single orb location at your fingertips! You'll discover how to track down each agility orb, hidden orb, online orb, audio log, and renegade orb with specific directions and screenshots to guide you.

Rooftop Races

Blaze through all 15 rooftop races with the tips necessary to beat the races in record time and reap the rewards.

Stunt Rings

Uncover the optimal routes and tricks to completing all stunt rings. Details include strategies for the 40 vehicle stunt rings and the 10 wingsuit stunt rings.

Road Races

Learn the curves and checkpoints of all 15 road races and how to earn crucial driving ability points.

Unlocking Achievements

The best methods on how to conquer all 50 achievements revealed! Get the scoop on the mission-based achievements, plus what you have to do to achieve obscure tasks like gliding through the airspace of all the islands without touching down, using the harpoon gun to pin five enemies to a single vehicle, and finding the infamous giant toilet.

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MISSION STATEMENT

No one should enter Pacific City with just a flimsy tourist guide flyer. You need advanced recon on combat tactics, enemies, weapons, vehicles, missions, orbs, races, stunt rings, and everything else you need to take back your home turf.

From enemy dossiers to mission walkthroughs, the guide focuses on gameplay stats and proven tactics to accelerate you toward victory as quickly as possible. Gear up with the nuts and bolts on weapons as accurate as the Sniper SX-1A to as deadly as the Homing Launcher. Cruise through schematics on the latest Agency, Cell, and civilian vehicles. Learn expert tips on how to tackle tactical locations, freak breaches, and the ever-dangerous beacon missions. We've also added a special section that details exactly where to find all of the nearly 1,000 orbs hidden throughout the city. Want more than just intel on the primary objectives? Try visual guides to all the game's races and stunt rings, plus a chart that shows you how to beat every single achievement.

There's so much packed in this guide it'll make hardcore demolitions experts explode with envy.

CRACKDOWN 2

PRIMA Official Game Guide

Written by: Michael Searle & Nick von Esmarch

BASIC INTEL

Welcome, Agent, to the new Pacific City, a ruined reflection of the original metropolis you once called home. Today, Cell terrorists control parts of the city, undermining authority in the hopes of overthrowing the Agency. The Freak Virus has mutated an unfortunate cross-section of the population and transformed them into hideous monsters. If not for the peacekeepers, anarchy, death, and destruction would rule Pacific City.

As the latest recruit to survive the Agency training program, it's your job to clean up the streets and fulfill the many objectives around Pacific City. Core objectives include activating absorption units and protecting beacons. Secondary objectives send you to seize tactical locations and destroy freak breaches. Tertiary objectives are scattered all around Pacific City, from rooftop and road races to vehicle and wingsuit stunt rings and orb collection. Learn the basics provided in this chapter and you'll advance through the Agency ranks like a one-in-a-million prodigy.

GAMEPLAY

Pacific City holds too many enemies and obstacles to overcome without a lot of effort or a little help from your friends. Most will start off with the missions in Solo play, or they may work together with other players in Co-op play. If you just want to go head-to-head with other players, elect for PvP play and its kill-or-be-killed mentality.

Solo

When you appear in Pacific City by yourself, you're playing Solo mode. You won't have anyone but yourself to rely upon, so make sure you hone your skills early and stock up on weaponry to match up with the competition. See the "Mission Walkthroughs" and "Orb Collection" chapters for complete details on your main tasks in the game. Check out "Rooftop Races," "Road Races," and "Stunt Rings" chapters for optional (but fun!) tasks to entertain you while progressing through the story line.

Co-op

"Strength in numbers" is the operative phrase here. Sending two Agents against a tactical location is always easier than tackling it solo, and the same goes with finishing missions, closing freak breaches, and anything that involves combat and coordinated tactics. In general, you'll want to follow the same solo strategies presented in the following chapters, except with two or more players endeavor to set up crossfires against your opponents, where one Agent causes a disturbance to attract the enemy's attention and the other Agents hit the enemies from behind. Be sure to take advantage of Revival Bonuses as well that award 3x skills to your next kill.

PvP

There are three ways to play PvP, and several multiplayer maps to battle it out with your fellow bloodthirsty players. When you want something different from slugging it out with freaks and Cell soldiers, switch over to PvP mode.

Deathmatch

Deathmatch allows up to 16 players to go head-to-head in a fight for supremacy. As well as a range of weaponry and vehicles, players must use all of their abilities in an all-out war to become the number one Agent. Players are awarded points based on how they achieve each kill. Methods include:

- » Explosive
- » Firearm
- » Punt
- » Slide
- » Stamp
- » Prop Hand to Hand
- » Strength
- » Barge
- » Driving
- » Explosion from Shot
- » Ground Stomp
- » Thrown Prop
- » Suicide

Team Deathmatch

In Team Deathmatch, players work together to defeat an opposing team of Agents. The points Agents earn are tallied together for the greater good of the team and, just as in solo Deathmatch, the kill points awarded vary depending on how opponents are dispatched, although you'll also earn bonuses for reviving teammates. Methods include:

- » Explosive
- » Firearm
- » Punt
- » Slide
- » Stamp
- » Prop Hand to Hand
- » Strength
- » Barge
- » Driving
- » Explosion from Shot
- » Ground Stomp
- » Thrown Prop
- » Suicide

Rocket Tag

Time to turn up the heat. Rocket Tag offers up to 16 players the chance to fight in an all-out war for possession of the orb. While one person carries the orb, every other player hunts the carrier down using rocket launchers. The orb carrier must hold their own using only the UV shotgun and grenades to protect themselves. For collecting the orb the player will gain 5 points toward their score. From

here they must keep a hold of the orb for 20 seconds to score 20 additional points. The player who achieves the most points by the time limit or reaches the target score is declared the winner.

- » Kill Chaser: 1 Point
- » Kill Orb Carrier: 2 Points
- » Pick up Orb: 5 Points
- » Hold Orb for 20 Seconds: 20 Points

Hints and Tips

Deathmatch:

- » Sticking proximity mines to a vehicle, buggy, or tank is quiet, good fun, especially when you drive into a bunch of players.
- » Chasing players with the helicopter propellers is a good laugh, too, plus it's 50 points a kill.
- » Throwing proximity mines into launch pads and setting them to activate in midair is also worth a shot. It's great for killing the unsuspecting launching Agents.
- » When being chased by another player, try throwing grenades downward while running; it can sometimes kill the guy chasing you.
- » Always aim for the head!
- » Killing someone by throwing a prop at them is worth 100 points; use whatever is at hand.
- » If you want to really annoy your fellow players, then grab the homing rocket launcher or Flocket launcher. Guaranteed kills with very little effort.
- » If you find yourself engaged in a battle on top of a building, don't be afraid to jump off and, at the very last second, deploy your wingsuit: It's a quick exit without the damage on landing.
- » Use the high ground whenever possible to scout out and find unaware players to descend upon.
- » Camping is a bad idea, as the second you start firing you'll appear on the enemies' minimap.

Team Deathmatch:

- » It's worth trying to take the tall building at the south end of the Block map. Make the other team come to you, then slaughter them as they try to ascend.
- » Attach proximity mines to teammates and turn them into suicide bombers.
- » Use updrafts in the Refinery to get extra airtime in the wingsuit.
- » Take advantage of Revival Bonuses that multiply your next kill score by 3.

Rocket Tag:

For Orb Carriers:

- » Grenades are an orb carrier's best friend.
- » Orb carriers don't take damage from falls; use this to your advantage.
- » Jump pads can be risky because chasers know where you're going to land, but they can still buy you valuable seconds to reach the score/time limit.
- » Corners are your friends, walls are your enemies.
- » Try and be unpredictable; it's easiest to lead a target that doesn't change direction.

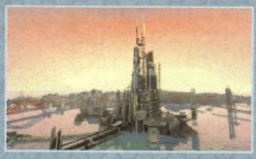
For Chasers:

- » Anticipate where the orb carrier is moving and either aim there or try to head them off.
- » Use the splash damage from your rockets to knock the orb carrier out of the air.
- » Don't go straight for the orb when it's dropped, hang back and wait for others to go for it and take them out first. This leaves the way clear for you to make a clean getaway.
- » Get ahead of the pack; let the carrier come to you.
- » Get above the pack; jump down from on high and smash into the orb.

Arenas

With nine multiplayer arenas, you'll experience Pacific City in a whole new light. Get ready to trade bullets high above the Agency Tower or underneath the Unity Heights' streets in the Pit.

Agency Tower



The nerve centre of the Agency is at your disposal: Agency Tower. No other part of the city offers this level of verticality. Fear not, though, as there is easy access to each level through the use of the Agency jump pads. You'll also have access to Agency helicopters for a little extra bang for your buck.

Weapon List:

- » Cluster grenade
- » Demp 90-A
- » Flocket launcher
- » Homing rocket launcher
- » Limpet charge
- » Machine gun
- » Proximity mine
- » Rocket launcher
- » Shrapnel grenade
- » Sniper rifle
- » Sniper SX-1A
- » Ultra assault rifle
- » Ultra SMG

Vehicle List:

- » Agency helicopter equipped with rockets

Turnback Lane

Turnback Lane is set in the heart of Hope Springs, so citizens had better stay indoors for this one. Not quite the dizzying heights of arenas such as the Agency Tower but still offers a good variation in height to keep Agents on their toes. Good for close quarters combat but be careful not to leave yourself open to a stray rockets at ground level.

Weapons List:

- » Cluster grenade
- » Demp 90-A
- » Flocket launcher
- » Homing launcher
- » Limpet charge
- » Machine gun
- » Proximity mine
- » Rocket launcher
- » Shrapnel grenade
- » Sniper rifle
- » Sniper SX-1A
- » Ultra assault rifle
- » Ultra SMG

Vehicle List:

- » Agency buggy x2
- » Agency helicopter equipped with rockets x2
- » Agency tank x2
- » Heavy bus equipped with machine gun and Flocket launcher.

Refinery

The source of Pacific City's energy supply, the Refinery has wide-open areas for frenzied battles with easy access to all areas of the arena using Agency jump pads. This arena also has a number of vehicles at your disposal.

Weapons List:

- Cluster grenade
- Demp 90-A
- Flocket launcher
- Homing launcher
- Limpet Charge
- Machine gun
- Proximity mine
- Rocket launcher
- Shrapnel grenade
- Sniper rifle
- Sniper SX-1A
- Ultra assault rifle
- Ultra SMG

Vehicle List:

- Agency buggy x2
- Agency helicopter equipped with rockets x2
- Agency tank x2
- Heavy bus equipped with machine gun and Flocket launcher.

Docks

The Docks were once occupied by the Cell, however, your brave actions allowed the Agency to regain control of this area. Since then, the Agency has deployed a range of weaponry and vehicles so Agents can really turn up the heat.

Weapon List:

- Cluster grenade
- Demp 90-A
- Flocket launcher
- Homing Launcher
- Limpet Charge
- Machine gun
- Proximity mines
- Rocket launcher
- Shrapnel grenade
- Sniper rifle
- Sniper SX-1A
- Ultra assault rifle
- Ultra SMG

Vehicle List:

- Agency buggy x2
- Agency helicopter equipped with rockets x2
- Agency tank x2
- Heavy bus equipped with machine gun and Flocket launcher.

The Block

Once a heavily guarded Cell area, the Block offers the ultimate in destructive rooftop action. Players can opt to scale their way to the dizzying heights of the buildings or use any of the many strategically placed Agency jump pads.

Weapons List:

- Ultra SMG
- Demp 90-A
- Ultra assault rifle
- Machine gun
- Sniper rifle
- Sniper SX-1A
- Shrapnel grenade
- Rocket launcher
- Homing launcher
- Cluster grenade
- Limpet Charge
- Proximity mine

Vehicle List:

- Agency buggy x2
- Agency helicopter equipped with rockets x2
- Agency tank x2
- Heavy bus equipped with machine gun and Flocket launcher.

Gym

Deep beneath the ruins of Green Bay's gym complex lies a deadly freak lair. This time the threat is not from freaks but from opponents. This arena is spacious with both large open battle areas and plenty of twists and turns to evade or confuse your enemy. Just watch out for the ducks!

Weapons List:

- Cluster grenade
- Demp 90-A
- Homing launcher
- Limpet charge
- Machine gun
- Proximity mine
- Quacker
- Rocket launcher
- Shrapnel grenade
- Sniper rifle
- Sniper SX-1A
- Ultra assault rifle
- Ultra SMG

Hillview Heights

The main residential area of Green Bay as well as a key Cell stronghold. The area has been equipped with many Agency vehicles and Agency jump pads for easy navigation.

Weapons List:

- Cluster grenade
- Demp 90-A
- Flocket launcher
- Homing launcher
- Limpet charge
- Machine gun
- Proximity mine
- Rocket launcher
- Shrapnel grenade
- Sniper rifle
- Sniper SX-1A
- Ultra assault rifle
- Ultra SMG

Vehicle List:

- Agency buggy x2
- Agency helicopter x2
- Agency tank x2

Security Ruins

Prepare for some serious close-quarter combat. The Security Ruins offers nowhere to run and nowhere to hide, but offers nonstop action and carnage throughout. This map provides easy access to all areas with the little extra bonus of two helicopters just to make things that bit more frantic. Advice for this arena: don't stop moving.

Weapons List:

- Cluster grenade
- Demp 90-A
- Flocket launcher
- Homing launcher
- Limpet charge
- Machine gun
- Proximity mine
- Rocket launcher
- Shrapnel grenade
- Sniper rifle
- Sniper SX-1A
- Ultra assault rifle
- Ultra SMG

Vehicle List:

- Agency helicopter equipped with rockets x2

The Pit

Close to the epicenter of the freak outbreak lies the Pit. Once a vibrant hive of civilian activity, it now lies in ruins and is held in the grip of the freaks. Areas above ground not reduced to rubble are held by Cell. The Pit offers some of the highest points of all the arenas, so jump pads have been provided to allow Agents easy access to higher areas.

Weapons List:

- Cluster grenade
- Demp 90-A
- Flocket launcher
- Homing launcher
- Limpet charge
- Machine gun
- Proximity mine
- Rocket launcher
- Shrapnel grenade
- Sniper rifle
- Sniper SX-1A
- Ultra assault rifle
- Ultra SMG

Vehicle List:

- Agency buggy x2
- Agency helicopter equipped with rockets x2
- Agency tank x2

ABILITIES

You have five abilities: Agility, Strength, Firearms, Explosives, and Driving. Except for Agility, each of the other four abilities are raised by using them against the freaks and Cell soldiers. A kill grants you experience points toward the next skill level. If damage is done via two or more abilities, then the experience points are split between the used abilities. With Agility, you increase by collecting Level 1 through Level 4 agility orbs, collecting hidden orbs (which give you a little experience for all abilities), and completing rooftop races.

Ability Powers

Ability	How Earned	Level 1 Bonus	Level 2 Bonus	Level 3 Bonus	Level 4 Bonus	Level 5 Bonus
Agility	Agility Orbs	Jump to 10 feet	Jump to 15 feet	Jump to 20 feet	Jump to 25 feet	Jump to 30 feet
Strength	Hand-to-Hand Kills	100% Health	200% Health	300% Health	400% Health	500% Health
Firearms	Weapon Kills	SMG, Shotgun	Assault Rifle, Sniper, UV Shotgun	Ultra SMG, Ultra Shotgun, Machine Gun	Ultra Assault Rifle, Harpoon	AM Sniper, Turret Machine Gun
Explosives	Explosive Kills	Grenade, Mag	UV Grenade, Satchel Grenade	Proximity Mine, Flocket Launcher	Turret Flack	Turret Rocket Launcher
Driving	Kills While Driving	Unlocks Cruiser	Unlocks Buggy	Unlocks Supercar	Unlocks SUV	Unlocks Tank, Helicopter becomes accessible

Agility is the most important ability, since it elevates your game by enabling you to reach higher and higher building rooftops, and consequently gaining more powerful orbs and access to more important mission areas. Your agility-powered leap will also serve as an effective offensive and defensive tool in combat.

You gain strength through using martial arts in combat. It is the second most important ability since each level increases your health, damage in hand-to-hand combat, and allows you to pick up heavier obstacles to throw around. At Strength Level 3, you can also pull turret weapons off mounted turrets and carry them around.

Firearms and Explosives abilities go hand in hand: you gain experience in both by killing freaks and Cell soldiers. It's easier to go up in Explosives; each time you throw a grenade accurately or launch a rocket, you tend to catch multiple enemies in the explosion radius and gain experience for multiple kills. Unless you're a machine gun-wielding fiend and catch lots of enemies in a continuous bullet barrage, you tend to kill only one enemy at a time with Firearms. With each level increase on Firearms, you become more accurate and unlock more weapons at Agency landing zones. With each level increase on Explosives, you cause more explosive damage, increase your explosive radius, and open up more grenades and explosive weapons at Agency landing zones.

Finally, you gain Driving levels by running over enemies, grabbing Driving Renegade orbs, and completing road races and vehicle stunt rings. Your Driving skill gives you access to additional Agency car types: cruiser (starting vehicles), buggy (Driving Level 2), supercar (Driving Level 3), SUV (Driving Level 4), and tank (Driving Level 5).

Cell isn't going to answer the call for a political debate where you change their minds with some eloquent rhetoric. Force is the only thing that Cell, and the near-mindless freaks, understand. To rule over Pacific City, you're going to have to mow down some targets and slap some heads around.

Before you can shoot a weapon or toss a grenade, though, you have to learn how to maneuver around the battlefield. Standing still is a no-no: you're an easy target for gunfire and, even worse, explosions. A moving target is always more difficult to track, and while you move, you seek out better angles from which to fire upon your enemies and discover cover spots for protection. The higher your Agility, the more your run speed increases, which will give you more options in combat.

NOTE

To learn who and what you're up against in Pacific City, flip to the "Enemy Dossiers" chapter.

Jumping not only vaults you to the upper reaches of Pacific City, but it's also a vital component of combat. You can escape enemies by jumping up to short rooftops for cover, or grabbing hand holds above the outstretched arms of marauding freaks. While surrounded, you can leap high to avoid hand-to-hand blows and land in a better tactical position nearby. On the offensive side, you can use your jump to lock onto targets that may be hidden by low-lying cover; jump high until your target becomes exposed, lock on, trigger a burst, and repeat several times if necessary to whittle an enemy down to nothing.

If you're still having trouble targeting a foe, remember that you don't have to shoot for the torso every time. If only an arm or leg is exposed, toggle your targeting to focus on what you can hit. Shooting a leg will slow an enemy down, while shooting an arm will cause the enemy to drop the weapon in hand. If you have time, a head shot kills an enemy quickly, though it's difficult to achieve unless you have high Firearms ability or use a precise weapon such as the Sniper SX-1A.

STATIC TURRET EMPLACEMENTS

While the weapons themselves are locked into their housing as far as Cell are concerned, a Level 3 Strength Agent can remove and replace them. Heavy weapons emplacements come in three varieties:

- Flak
- Machine gun
- Rocket launcher

Get a feel for all the weapons and grenades in the game. Each has its own value, and many perform better in certain circumstances. For example, the Flocket launcher is great for homing in on targets, especially ones hidden behind cover, but you wouldn't want to shoot its explosive rounds at point-blank range. The mag works wonders against metallic vehicles; however, a cluster grenade's multiple explosions is the choice when the odds are stacked against you. For more on weapons and grenades, see the "Agency Arsenal" chapter.

TIP

Stock up on explosive weapons, such as the grenade launcher or homing launcher, as soon as you can. Explosive weapons generally deal more damage than standard projectile weapons, and you have the benefit of catching multiple enemies in a single explosion and engulfing enemies that may be partially protected by cover.

GRENADES

The three main types of grenades have different explosive payloads. Here's how they break down:

Standard grenade: One explosion

Shrapnel grenade: Initial explosion followed by a secondary, much bigger explosion

Cluster grenade: Initial explosion followed by a number of additional explosions spreading outward

You can also wade into battle with vehicles. While zipping around the city in a cruiser, supercar, or SUV, the vehicle itself becomes a weapon if you smash through enemies at full speed. Try parking the buggy, armed with its machine gun, and the tank, armed with its rockets, next to enemy resistance and harness the vehicles' weaponry against less armored foes. For more on vehicles, see the "Vehicle Schematics" chapter.

Try to take the offensive when you can, but there will be times when you're under siege and need defense. Seek out cover! The best way to stay alive is to hunker down in a protected area and regenerate your shields and health back to full. It's better to jump up on a roof to avoid street-level gunfire until you're properly prepared for an assault, or crouch behind a barricade to reassess enemy positions and wait for a well-timed grenade throw to take them all out. Don't always charge into battle and hit confrontations head-on or you're asking for serious trouble.

Once you have all your basic combat moves ironed out, you'll want to employ various combat tactics based on the situation. In close-combat encounters, rely on weapons with shorter ranges, such as the SMG or shotgun. Your Strength-fueled hands present another great option; break out your martial arts if you don't have time or ammo to get the job done with a weapon. Avoid long-range weapons such as the sniper rifle or any of the explosive weapons.

Conversely, you'll perform better in ranged encounters if you load up on powerful long-range weapons, such as the harpoon gun and any of the explosive weapons. You might hit an enemy with short-range weapons, but they won't be as accurate or deal as much damage. In long-range situations, sneak into an area and scout around for your targets. Rather than charge in and start a firefight, as you're generally forced to do in close-combat skirmishes, stay under cover and pick off your targets one by one. If you can keep the element of surprise, you may be able to wipe out all threats before they can figure out in what direction to return fire.

Against larger enemy groups, it's best to rely on explosives. Grenades are always at your disposal, so long as you remember to restock them frequently and don't toss them around casually like they're baseballs at a Little League game. With explosive weapons and grenades, aim for the middle of an enemy pack and you can blow them all away in a single explosion, or destroy many and stun the rest.

If you don't feel like sticking around for a fight, you can always perform a "drive-thru" attack. Jump in a vehicle, accelerate to full speed, and careen through your enemy targets like a bowling ball through pins. Turn around and hit them again if your first pass doesn't do the trick. If the enemies are smart enough to seek cover, gun your vehicle toward the cover spot and eject before the vehicles smashes into the enemies. Clean up any enemy survivors with your primary weapon.

TIP

Generally, you want to take a long-range weapon in your primary weapon slot and a short-range weapon in your secondary weapon slot. This gives you the best flexibility out in the field against unpredictable enemy encounters.

AGENCY SUPPORT

You can't do this alone, and fortunately the Agency lends you all the support it can from its wealthy reserves. The suit you wear powers up Agility, Strength, Firearms, Explosives, and Driving skills, and is your top weapon against Cell and freaks. Its targeting system enables you to lock onto foes with your weapons, and its minimap displays surrounding terrain and marks enemy positions, vehicle positions, and useful icons to highlight races, stunts, orbs, and more. When you die, and you eventually will, the Agency regenerates you at any of dozens of respawn points around the city, armed with new weapons and a vehicle.

If you're close to an Agency landing zone, stop by and resupply. Even if you take the same weapons, you'll reload ammo back to full.

Once you capture a Cell stronghold, such as Springside Quay at the start of the game, the Agency moves in and sets up a landing zone for you. From that point on, you can use that Agency landing zone as a drop-off for weapons and vehicles (and a location to store new weapons and vehicles you obtain).

GOING OUT WITH A BANG

The moment you step outside the Agency, it's war. Don't lose sight of the fact that Pacific City is already controlled by the enemy forces, and it's up to you to liberate the city. Whether you go at it solo or with fellow Agents, you have a mighty task ahead, but one that isn't insurmountable. Raise your abilities, stock up on weapons and explosives, and follow the advice in this book to blast your enemies back to the twentieth century.

FUN WITH MAGS

Mags create small magnetic fields, better for tricks than explosive firepower. Stick a Mag to one target, then throw a second Mag on a new target and you link the two with a magnetic "string" that pulls them together. Stretch one of the anchor points away from its partner, let go, and watch how it snaps back like it's on a taut elastic band. Don't be fooled: Mags can cause damage by slingshoting objects into enemies, but it's even more fun to throw Mags up high and hang things like in a spiderweb or trail cars behind flying helicopters. It's even possible to use Mags to suspend objects in midair to help with those "impossible" jumps!

ENEMY DOSSIERS

CELL

The human terrorists organized throughout Pacific City are Cell. These terrorists hold tactical locations and strongholds throughout the three main islands, and they threaten you at every turn as you chase down absorption units, or simply find yourself in the wrong alley at the wrong time. At night, Cell strongholds are more fortified; during the day, Cell soldiers wander the streets looking to mix it up with the authorities. From the lowest grunt holding an Ingalls XGS to the toughest terrorist triggering off rockets from a homing launcher, Cell operatives rely on conventional weaponry to cause death and destruction.

SMG Soldier

Threat Level:

Weaponry: Ingalls XGS, Grenade

Strategy Tips: When you first encounter these Cell soldiers at the Springside Quay tactical locations, they're wimpier than the normal variety: the initial SMG Soldiers have no grenades. However, at least one at every tactical location has a flare gun, and if that's fired off, reinforcements will arrive. Scan for them in the crowd and take a few seconds to drop them quickly so they don't shoot up a flare and make things worse.

Shotgun Soldier

Threat Level:

Weaponry: Demp 90-A, Grenade

Strategy Tips: As with the SMG Solider, these terrorists don't start out with grenades in the docks area to ease you into combat situations. After the docks, though, expect to see a grenade or two fly if they aren't close enough to deal damage with the Demp 90-A. Generally, you can leave these enemies till last if you have a superior weapon at medium to long range.

Assault Soldier

Threat Level:

Weaponry: Ingalls AL-107, Grenade

Strategy Tips: If you aren't picking off these terrorists with a sniper rifle or explosives, seek good cover spots while engaging multiple Assault Soldiers. Avoid the crossfires they like to set up and your shields should absorb damage fine in a one-on-one battle with any Assault Soldier.

TIP

After defeating each type of Cell soldier, be sure to double-back to the nearest Agency landing zone and store your new weapon for future use.

LMG

Threat Level:

Weaponry: Mach HMG-120, Shrapnel Grenade

Strategy Tips: Unless you're wielding a high-powered projectile weapon, such as the AM sniper or a machine gun of your own, keep your distance from these guys and take them out with grenades. If you have no choice but to get in closer, approach with stealth and attack from the back side. The extra second or two for an LMG to orient to your position will make the difference.

Sniper

Threat Level:

Weaponry: Sniper SX-1A, Shrapnel Grenade

Strategy Tips: Before assaulting a tactical location or absorption unit, scout the area from the nearby tallest rooftop. Hold targeting down as you sweep adjacent rooftops, balconies and cover spots. Snipers tend to bunker down as high as possible, and always with an open shot at the defending location. If you identify a sniper before he spots you, the threat drops tremendously.

Minigunner

Threat Level:

Weaponry: Turret Machine Gun

Strategy Tips: The Minigunner's strength is also its weakness. The bulky armor and huge weapon mean the Minigunner can't move any quicker than a slow walk, and his turning circle is poor. If you can't destroy these terrorists with explosives, jump in very close to them and attack from the rear. Hit them with a continuous bullet barrage to repeatedly stun them until they drop. In a desperate situation, you can take one down with martial arts, so long as you chain attacks and always strike to the back.

Grenade Launcher

Threat Level:

Weaponry: Grenade Launcher, Shrapnel Grenade

Strategy Tips: The telltale whoosh launch noise of the grenades gives you enough of an alert to avoid most Grenade Launcher explosions. The time taken to arc a grenade to its destination also buys you valuable time to escape the blasts.

Rocket Launcher

Threat Level:

Weaponry: Rocket Launcher, Cluster Grenade

Strategy Tips: At the sound of a rocket being launched, an Agent would do well to quickly vacate his current position. A Rocket Launcher also needs line of sight, which means you can nullify the rockets by putting obstacles between you and the Cell terrorist wielding the explosive device.

Homing Launcher

Threat Level:

Weaponry: Homing Launcher, Cluster Grenade

Strategy Tips: The Homing Launcher's only limitation is that the projectiles travel fairly slowly as they track their target. It's possible to dodge them at the last second and force them to detonate on nearby terrain without taking damage. Even better, scout out these terrorists early and pick them off from range.

FREAKS

The Freak Virus has mutated Pacific City citizens into freakish monsters bent on consuming human flesh. These freaks only come out at night, and spawn heaviest within freak breaches and freak lairs. Low-level freaks like Ramblers, Scroungers, Slingers, and Screamers serve as the foot soldiers for basic freak attacks. More evolved freaks like Reapers, Pounders, Reaper Agents, and Goliaths run faster than you, leap across rooftops, and can pick up and throw any object. They are every bit as powerful as you, except there are far more of them! From Ramblers to Reaper Agents, freaks tap into their mutations to terrorize the city.

Rambler

Threat Level:

Mutation: Spawning

Strategy Tips: Ramblers do not follow predictable paths, but wander aimlessly, relying almost entirely on sound due to their blindness caused by the Freak Virus. You can easily move around them to blindside them with martial arts or a blast to the back.

Scrounger

Threat Level:

Mutation: Spawning

Strategy Tips: Similar to Ramblers, you can out-maneuver these freaks easily. If several of them surround you, jump as high as you can and relocate to an open area. The blind Scroungers won't be able to hunt you down quickly.

FREAK ACID

The threat from the freaks can be judged by the acid color they secrete from their sac. There are three stages to freak mutations:

- Green Acid: Low Threat Level
- Yellow Acid: Mid Threat Level
- Red Acid: Deadly Threat Level

Screamer

Threat Level:

Mutation: Ruptured Acid Sac

Strategy Tips: Don't let these freaks get in close. If they touch you, they explode acid all over your suit. If you can't gun them down early, jump to an area above ground level and out of reach. Eventually, Screamers self-destruct, even taking other freaks with them.

Slinger

Threat Level:

Mutation: Acid Throw

Strategy Tips: A well-aimed shot to the acid sac will kill the freak instantly as its sac ruptures. Look for the vulnerability on the freak's back.

Reaper

Threat Level:

Mutation: Acid Throw

Strategy Tips: Reapers have the same vulnerability as the Slinger: shoot the acid sac and the freak explodes.

Pounder

Threat Level:

Mutation: Enhanced Strength

Strategy Tips: Avoid open space with a Pounder nearby. A Pounder's charge can flatten you on your back and leave you stunned for several seconds. Keep obstacles between you if you can't blow the Pounder away immediately with explosives.

Reaper Agent

Threat Level:

Mutation: Daylight Tolerance

Strategy Tips: See the "Agency Tower Mission" section of the "Mission Walkthroughs" chapter for complete combat details on how to battle these monsters.

Goliath

Threat Level:

Mutation: Enhanced Size and Armor

Strategy Tips: You can spend all day beating on these freaks; only a relentless attack will take one down. Don't even bother with bullets. Break out your explosive weapons and grenades. Continue hitting a Goliath with explosion after explosion to destroy it before it pounds a beacon into pulp.

AGENCY ARSENAL

AGENCY WEAPONS

NOTE

Your main weapons are supplied by the Agency at your various captured tactical locations, which convert to Agency landing zones. The higher your Firearms ability, the more Agency weapons you unlock and the better your accuracy with each weapon. Bullet damage, effective range, and fire rate are unaffected by your Firearms ability. Weapon categories are numbered from 1 to 10, with 1 being the least effective and 10 the best in its class.

SMG
Unlock Condition: Firearms Level 1
Bullet Damage: 1
Effective Range: 4
Fire Rate: 8
Feature: Standard-issue, rapid-fire weapon

Shotgun
Unlock Condition: Firearms Level 1
Bullet Damage: 6
Effective Range: 2
Fire Rate: 2
Feature: Standard-issue, close-combat weapon

Assault Rifle
Unlock Condition: Firearms Level 2
Bullet Damage: 2
Effective Range: 6
Fire Rate: 6
Feature: Better firepower than SMG

Sniper
Unlock Condition: Firearms Level 2
Bullet Damage: 8
Effective Range: 8
Fire Rate: 2
Feature: Long-range assassinations

UV Shotgun
Unlock Condition: Firearms Level 2
Bullet Damage: 8
Effective Range: 1
Fire Rate: 2
Feature: Max damage vs. freaks; knockback vs. humans

Ultra SMG
Unlock Condition: Firearms Level 3
Bullet Damage: 3
Effective Range: 5
Fire Rate: 10
Feature: Upgrade to SMG

Ultra Shotgun
Unlock Condition: Firearms Level 3
Bullet Damage: 8
Effective Range: 2
Fire Rate: 1
Feature: Upgrade to shotgun

Machine Gun
Unlock Condition: Firearms Level 3
Bullet Damage: 7
Effective Range: 6
Fire Rate: 6
Feature: Heavy firepower; ample ammunition

Flocket Launcher
Unlock Condition: Unlocked at Explosives Level 3
Bullet Damage: 7
Effective Range: 5
Fire Rate: 2
Feature: Powerful explosive damage with homing capabilities

Ultra Assault Rifle
Unlock Condition: Firearms Level 4
Bullet Damage: 5
Effective Range: 7
Fire Rate: 4
Feature: Effective combination of range and stopping power

Harpoon
Unlock Condition: Firearms Level 4
Bullet Damage: 8
Effective Range: 10
Fire Rate: 2
Feature: Longest weapon range

Turret Flack
Unlock Condition: Unlocked at Explosives Level 4
Bullet Damage: 10
Effective Range: 5
Fire Rate: 1
Feature: Extreme explosive damage

AM Sniper
Unlock Condition: Firearms Level 5
Bullet Damage: 9
Effective Range: 9
Fire Rate: 1
Feature: Upgrade to sniper rifle

Turret Machine Gun
Unlock Condition: Firearms Level 5
Bullet Damage: 9
Effective Range: 8
Fire Rate: 6
Feature: Tremendous ammo with 1,000-count magazine

Turret Rocket Launcher
Unlock Condition: Unlocked at Explosives Level 5
Bullet Damage: 7
Effective Range: 7
Fire Rate: 2
Feature: Major explosive damage and ammo, but manual aim

CELL WEAPONS

NOTE

These weapons can be captured from the enemy and stored at your Agency landing zones. The higher your Firearms ability, the better your accuracy with each weapon. Bullet damage, effective range, and fire rate are unaffected by your Firearms ability. Weapon categories are numbered from 1 to 10, with 1 being the least effective and 10 the best in its class.

Ingalls XGS
Unlock Condition: Store at Agency landing zone
Bullet Damage: 2
Effective Range: 5
Fire Rate: 6
Feature: Standard enemy weapon with light damage

Ingalls AL-107
Unlock Condition: Store at Agency landing zone
Bullet Damage: 4
Effective Range: 6
Fire Rate: 6
Feature: Standard enemy weapon with moderate damage

Demp 90-A
Unlock Condition: Store at Agency landing zone
Bullet Damage: 7
Effective Range: 3
Fire Rate: 2
Feature: Standard enemy weapon with heavy damage

Mach HMG-120
Unlock Condition: Store at Agency landing zone
Bullet Damage: 8
Effective Range: 7
Fire Rate: 4
Feature: Slightly more powerful than Agency machine gun

Sniper SX-1A
Unlock Condition: Store at Agency landing zone
Bullet Damage: 10
Effective Range: 10
Fire Rate: 1
Feature: Best single-shot, long-range weapon

Grenade Launcher
Unlock Condition: Store at Agency landing zone
Bullet Damage: 8
Effective Range: 6
Fire Rate: 2
Feature: Shoots explosive grenades, not bullets

Rocket Launcher
Unlock Condition: Store at Agency landing zone
Bullet Damage: 8
Effective Range: 6
Fire Rate: 2
Feature: Shoots rockets on straight path

Homing Launcher
Unlock Condition: Store at Agency landing zone
Bullet Damage: 7
Effective Range: 5
Fire Rate: 1
Feature: Shoots rockets that lock on and follow target

EXPLOSIVES

NOTE

Some of these explosives are supplied by the Agency, and some can be captured from the enemy and stored at your Agency landing zones. The higher your Explosives ability, the greater your damage and the larger your blast radius with these explosives. Explosives categories are numbered from 1 to 10, with 1 being the least effective and 10 the best in its class.

Grenade
Unlock Condition: Explosives Level 1
Damage: 5
Blast Radius: 5
Feature: Standard-issue explosive

Mag
Unlock Condition: Explosives Level 1
Damage: 1
Blast Radius: 1
Feature: Magnetic; effective against vehicles

UV Grenade
Unlock Condition: Explosives Level 2
Damage: 5
Blast Radius: 5
Feature: Max damage vs. freaks; knockback vs. humans

Satchel Charge
Unlock Condition: Explosives Level 2
Damage: 5
Blast Radius: 5
Feature: Manual trigger

Proximity Mine
Unlock Condition: Explosives Level 3
Damage: 5
Blast Radius: 5
Feature: Auto-detonate

Cluster Grenade
Unlock Condition: Store at Agency landing zone
Damage: 8
Blast Radius: 10
Feature: Multiple explosions

Shrapnel Grenade
Unlock Condition: Store at Agency landing zone
Damage: 8
Blast Radius: 10
Feature: Double explosion and penetration damage

Quacker
Unlock Condition: Store at Agency landing zone
Damage: 10
Blast Radius: 10
Feature: The most powerful explosive

NOTE

Once thrown, quackers stick to whatever they land on, (including enemies for comic effect). Detonation occurs when the player presses and holds ®. Multiple quackers can be thrown, then detonated by one hold of ®. To obtain quackers, the player needs to complete the Funland tactical location. Once they have left the area, the next time they return the quackers can be found in the "Chuck's Ducks 2" stall. In order to keep them, the player needs to store them at an Agency Landing zone, and luckily one is in the vicinity of Funland.

VEHICLE SCHEMATICS

AGENCY VEHICLES

NOTE

Your main vehicles are supplied by the Agency at your various captured tactical locations. You unlock a new Agency vehicle each time you level your Driving ability. Top speed, acceleration, and armor are unaffected by your Driving ability. Vehicle categories are numbered from 1 to 10, with 1 being the least effective and 10 the best in its class.

Cruiser
Unlock Condition: Driving Level 1
Top Speed: 6
Acceleration: 6
Armor: 6
Feature: Standard-issue Agency vehicle

Buggy
Unlock Condition: Driving Level 2
Top Speed: 8
Acceleration: 10
Armor: 4
Feature: Machine gun

Supercar
Unlock Condition: Driving Level 3
Top Speed: 10
Acceleration: 10
Armor: 7
Feature: Scoop

SUV
Unlock Condition: Driving Level 4
Top Speed: 8
Acceleration: 7
Armor: 7
Feature: Jump

Tank
Unlock Condition: Driving Level 5
Top Speed: 5
Acceleration: 3
Armor: 10
Feature: Rocket launcher

Helicopter
Unlock Condition: Obtained from Agency Tower with Level 5 Agility
Top Speed: 10
Acceleration: 5
Armor: 4
Feature: Flight

CELL VEHICLES

NOTE

These vehicles can be captured from the enemy and stored at your Agency landing zones. Top speed, acceleration, and armor are unaffected by your Driving ability. Vehicle categories are numbered from 1 to 10, with 1 being the least effective and 10 the best in its class.

6-Wheel SUV
Unlock Condition: Store vehicle at Agency landing zone
Top Speed: 6
Acceleration: 5
Armor: 8

A-Bus
Unlock Condition: Store vehicle at Agency landing zone
Top Speed: 3
Acceleration: 3
Armor: 9

APC
Unlock Condition: Store vehicle at Agency landing zone
Top Speed: 2
Acceleration: 2
Armor: 10

Arctic Truck
Unlock Condition: Store vehicle at Agency landing zone
Top Speed: 3
Acceleration: 2
Armor: 8

Battle Bus
Unlock Condition: Store vehicle at Agency landing zone
Top Speed: 3
Acceleration: 3
Armor: 9

Cabriolet
Unlock Condition: Store vehicle at Agency landing zone
Top Speed: 7
Acceleration: 8
Armor: 5

Coupe
Unlock Condition: Store vehicle at Agency landing zone
Top Speed: 7
Acceleration: 8
Armor: 5

Delivery Van
Unlock Condition: Store vehicle at Agency landing zone
Top Speed: 5
Acceleration: 5
Armor: 8

Heavy Truck
Unlock Condition: Store vehicle at Agency landing zone
Top Speed: 4
Acceleration: 2
Armor: 7

J Car
Unlock Condition: Store vehicle at Agency landing zone
Top Speed: 9
Acceleration: 8
Armor: 6

Lowrider
Unlock Condition: Store vehicle at Agency landing zone
Top Speed: 5
Acceleration: 5
Armor: 5

Military Truck
Unlock Condition: Store vehicle at Agency landing zone
Top Speed: 4
Acceleration: 3
Armor: 8

Muscle Car
Unlock Condition: Store vehicle at Agency landing zone
Top Speed: 8
Acceleration: 8
Armor: 6

Pickup
Unlock Condition: Store vehicle at Agency landing zone
Top Speed: 5
Acceleration: 4
Armor: 6

Roadster
Unlock Condition: Store vehicle at Agency landing zone
Top Speed: 8
Acceleration: 9
Armor: 5

Saloon
Unlock Condition: Store vehicle at Agency landing zone
Top Speed: 7
Acceleration: 6
Armor: 6

SUV
Unlock Condition: Store vehicle at Agency landing zone
Top Speed: 7
Acceleration: 7
Armor: 8

Tow Truck
Unlock Condition: Store vehicle at Agency landing zone
Top Speed: 3
Acceleration: 2
Armor: 8

Van
Unlock Condition: Store vehicle at Agency landing zone
Top Speed: 8
Acceleration: 5
Armor: 7

CIVILIAN VEHICLES

NOTE

These vehicles can be captured out on the Pacific City streets and stored at your Agency landing zones. Top speed, acceleration, and armor are unaffected by your Driving ability. Vehicle categories are numbered from 1 to 10, with 1 being the least effective and 10 the best in its class.

Commuter 1
Unlock Condition: Store vehicle at Agency landing zone
Top Speed: 4
Acceleration: 4
Armor: 2

Commuter 2
Unlock Condition: Store vehicle at Agency landing zone
Top Speed: 4
Acceleration: 4
Armor: 2

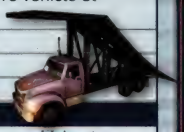
Delivery Truck
Unlock Condition: Store vehicle at Agency landing zone
Top Speed: 4
Acceleration: 2
Armor: 3

Delivery Van 1
Unlock Condition: Store vehicle at Agency landing zone
Top Speed: 4
Acceleration: 3
Armor: 3

Delivery Van 2
Unlock Condition: Store vehicle at Agency landing zone
Top Speed: 5
Acceleration: 3
Armor: 2

Estate
Unlock Condition: Store vehicle at Agency landing zone
Top Speed: 5
Acceleration: 4
Armor: 2

Ramp Truck
Unlock Condition: Store vehicle at Agency landing zone
Top Speed: 4
Acceleration: 3
Armor: 2



Saloon
Unlock Condition: Store vehicle at Agency landing zone
Top Speed: 4
Acceleration: 3
Armor: 2

MISSION WALKTHROUGHS

TACTICAL LOCATIONS

Cell terrorists have established resistance footholds throughout Pacific City. Until you free these tactical locations from Cell influence, Pacific City streets are a dangerous place to walk for an Agency peacekeeper. You could be innocently surveying a road race while a Cell gunman takes a potshot at you from a block away.

After your training session, you begin your tour of duty in Springside Quay at the southern end of the Hope Springs islands. This is the first of 27 tactical locations controlled by Cell. With the help of other peacekeepers, you must liberate the Springside Quay tactical location. Next, you must move deeper into the docks area and take over the second tactical location in Container City. Together, these two tactical locations make up a Cell stronghold. There are seven Cell strongholds spread throughout the city, each comprising a network of two or three individual tactical locations. Controlling a tactical location converts it to an Agency landing zone (as long as it isn't part of a multi-Tactical Location Cell stronghold), which allows you to request weapon and vehicle drops to that spot. As you progress through the city, you'll find Agency landing zones invaluable. Although not required, you may also want to clear tactical locations to make completing beacon missions, races, and stunt rings that much easier.

CAUTION

Expect greater Cell resistance at night. Cell agents tend to roam during daytime hours, while they bunker down and secure tactical locations at night.

You initiate an assault on a tactical location by standing in the red Cell symbol on the ground and tapping the Back button. After the assault begins, a red bar appears on your screen in the top-right corner. As you kill Cell agents in the area, the red bar will decrease. Drop it to zero to liberate the tactical location. An Agency helicopter will drop in allied troops to secure the area. Heavily fortified tactical locations require more kills to liberate the site, so load up on bullets and explosives in case you find yourself in a tougher firefight than you anticipated.

The following tactical rundowns give you approach strategies and combat maneuvers for Pacific City's 27 tactical locations. In general, you want to clear out enemy snipers and explosive experts from an area before triggering the location's Cell symbol. If you have access to high-powered weaponry, hammer away with rockets and missiles if civilian casualties aren't a concern, and seek out the best cover position in the immediate area. Learn the Cell spawn points so you can expect where the next attack will come from. Each tactical location is different, however, so experiment with different tactics. Whether you want to snipe with the harpoon gun from a rooftop or drop grenades behind Cell barricades from around the corner, read up on these Agency intel files before tackling Cell's strongholds:

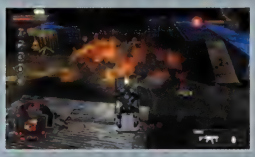
NOTE

Tactical locations 1 and 2 form the Springside Quay stronghold.

Tactical Location 1: Springside Quay

Your first tactical assault will always be against the Springside Quay. Your fellow agents provide plenty of support fire, which enables you to sprint toward the tactical location symbol and initiate the assault at the start of the fight. Cell will pour out of the warehouse doors on either side of the assault point. Don't get caught in a crossfire in the middle. Take on one side or the other, and if you take too much damage, retreat to the brick walls by the street and shoot from cover there. The last enemies to fall will most likely be positioned behind the barricades near the containers; once they drop, the area is yours.

Tactical Location 2: Container City



After you mop up Springside Quay, you must tackle the second tactical location linked in the stronghold chain, Container City. Proceed to the right around the outer containers and pick off the Cell agents guarding the entrance to the beacon area. As you enter the beacon area, drill the Cell agent to the left on the second level, then turn right at the corner and look for the tactical location atop the platform in the center of the expanse. Trigger the assault and kill the terrorist near the mounted turret. Use the turret to destroy the incoming Cell enemies. If you begin taking too much heat, retreat back to the entrance and use that initial corner as cover until you've eliminated all Cell fighters around the beacon.

TIP

Grab as many agility orbs in the docks and surrounding Hope Springs area as possible. It's advantageous to take on the rest of the tactical locations at Agility Level 3 or higher. The importance of this cannot be stressed enough!

NOTE

You must complete the first beacon mission before Tactical Location 3: Shipyard (or any other Tactical Location) becomes active.

Tactical Location 3: Shipyard

As you approach the Shipyard tactical location from Springside Quay, sneak up on the enemies using their vehicles as cover. Drop the surrounding Cell members, tag the tactical location symbol, and run for the large tank to the east. Even if you can't jump to the tanker's top, the area can be reached using the ramp on the west side. Pick off targets as you see them from the tanker top, and if all is clear, jump down to quickly locate new Cell members and return to the tanker cover as necessarily. Eventually, enough Cell agents will spawn for you to conquer the third tactical location.

Tactical Location 4: Shorico Yard

For the final tactical location in the docks area, approach from Springside Quay. As you get close, use the windows on the northeast side to scale the wall and take cover on the roof. From your elevated position, you can annihilate any enemies out in the open, and with a little bit of work, you'll pick off those behind cover, too. Pay special attention to the doors below the "Shorico Offshore" sign, as that is the main spawn point. If you keep this spawn point clear, cover should be readily available, even on ground level.

NOTE

Tactical locations 5 and 6 form the Block stronghold.

Tactical Location 5: The Block: Entrance

In the first of two tactical locations for the Block stronghold, you don't want to storm in unprepared. The tactical symbol is located in the middle of a main intersection, which means attacks angle from many directions. When you arrive, mow through any enemies in sight, then take cover behind the Cell barricades to the east or west of the tactical symbol. Basic Cell members can be cleared as they pursue you, but you'll have to enter the intersection again to attack the more advanced units directly. Jump back behind the closest barricade if things get too hot and continue whittling down resistance until the location rests in Agency hands.

Tactical Location 6: The Block: Rooftop

In the second tactical location for the Block stronghold, climb to the rooftop from the street west of the tactical symbol. Use the broken pillar to reach the high bridge if your agility is too low for a more direct ascent. Take cover on the building south of the tactical location, which protects you well from the snipers that are posted to the east, especially if you crouch. Jump up and rain bullets down on Cell enemy groups as they appear from the rooftop door, or venture out and pick off straggling enemies on or around your rooftop. Collect any weapons you find on fallen Cell members and cash them in at the Agency landing zone to store for future battles.

Tactical Location 7: Hi-Power

Look roofward for this tactical location right on top of the nearby absorption unit, which adds a few long-range defenders that you'll have to keep an eye on. Use the rooftop sandbags, walls, and ducts as cover as you gun down swarming enemies. After you activate the siege, move to one side of the roof and proceed carefully forward to keep most of the attacks in front of you. Because Cell members spawn out of the roof doors, glance over your shoulder every now and then to ensure that no surprises have snuck up behind you. You'll most likely have to pass back and forth several times along the roof to kill enough enemies to satisfy the takeover, or look for stragglers on nearby rooftops to get your enemy quota.

Tactical Location 8: Funland

It's not all fun and games when grenades bounce around your boots! To avoid a messy end, approach the tactical location from the north to get the drop on the mounted turret atop the cracked wall. Once the turret has been dealt with, turn it to your use and blast any enemies in sight. The signs along the rooftops should allow for cover from most enemies, although you must take out the sniper hiding on the Ferris wheel before you can venture out into the open. Fresh Cell spawns bring new grenade launchers, so listen for explosives and keep moving at all times. After you've captured the point, make sure you store any new enemy weapons at an Agency landing zone to make future encounters much easier.

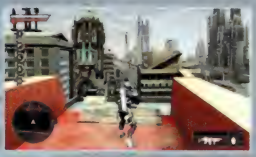
TIP

Be sure to collect a grenade launcher from Funland for storage at an Agency landing zone.

NOTE

Tactical locations 9 and 10 form the City Apartments stronghold.

Tactical Location 9: Apartments: Rooftop



On your approach, take the ramp south of the tactical location to reach higher ground and seek out the orange rooftop for the best cover from snipers and grenades. As Cell advances up toward you, mow them down with the machine gun, any rocket-bearing weapon, or the best toy in your current arsenal. If you get too much heat up top, the undersides of the rooftop ramps offer decent cover. Just keep an eye (and ear) out for incoming grenades. Grenadiers are concentrated near the absorption unit as well as the rooftop nearest Funland. Deal with these deadly Cell enemies as soon as possible to make taking the tactical location an inevitability.

Tactical Location 10: Apartments: Bridge

Another tactical location in the center of a busy intersection, you can expect that the bridge will be fiercely defended by Cell. Approach from the rooftops of any of the encircling buildings and scout out existing Cell targets before you descend on the tactical symbol. Fire rockets and grenades to blast away the immediate resistance, then quickly drop down to trigger the assault. Multiple Cell groups will arrive in vehicles, leaving you vulnerable if you're out in the open. Instead, hop over the nearby metal railing and drop down below the short concrete wall. Each time you want to attack, jump in place, auto-target the nearest enemy, and fire. Continue until you wipe out enough Cell to bring in the Agency helicopter.

Tactical Location 11: Police HQ

Do not hit the Police HQ head-on or you're asking for serious trouble. Quickly move to cover on the southwest side of the HQ before any Cell agents spot you. With a high enough agility level, you should be able to climb to the roof. Deal with grenadiers and snipers from this position, and use the duct and rooftop structure as cover while you circle the building for more targets. Once all elevated targets have been eliminated, drop down to the street and initiate the assault. As more Cell arrive, either retreat back to the roof or fight along one of the side streets. Just be careful of the spawn point at the back door to the HQ.

Tactical Location 12: Royal Vista

Although it's tempting to hit the Royal Vista head-on and go for its big turret, the heavy enemy firepower makes this a dangerous choice. Quickly use the pedestrian bridge nearby to avoid damage and gain easy access to priority targets. Once you've cleared the main building of all Cell members, seize control of the mounted turret atop the central structure and mop up the street-level enemies. As new Cell spawn on the street below or come through the balcony doors, obliterate them instantly with a turret shot. Be careful to avoid causing civilian casualties with your explosions. If you need more kills to finish the assault, look to the north for arriving Cell reinforcements.

NOTE

Tactical locations 13 and 14 form the Hillview Heights stronghold.

Tactical Location 13: Hillview: East

Take to the rooftops and sweep the initial Hillview area before triggering the assault at ground level. It's imperative that you remove the mounted turrets up high as quickly as possible. Leave them around and you'll be barbecued ribs before you even reach the Cell symbol. The rooftops allow fairly good cover so long as you get used to vaulting from structure to structure to avoid the slew of grenades heading your way. Once the rooftops are clear, head down to street level and slaughter as many Cell agents as you can before retreating up high or down one of the side alleys for cover. Venture out to pick off the remaining targets as needed to conquer the location.

Tactical Location 14: Hillview: West

Approach the tactical location from the south and rely on a small gap between wall and girders as cover against street-level enemies. This area also offers a path to higher ground. Climb up and deal with the mounted turret, then turn its superior firepower on rooftop Cell or any enemies that are still protecting the Cell symbol below. Once the area is quiet, you can venture away from the turret to hunt down remaining enemy pockets to run down the assault counter. It might take some time to score the appropriate number of kills, but patience is key here so you don't get caught in any deadly crossfires.

NOTE

Tactical locations 15 and 16 form the Villa stronghold.

Tactical Location 15: The Villa: Mainland

Take cover west of the tactical location, in sight of the main gate. A higher agility allows you to jump directly to the small, nearby rooftop, while a lower agility means you must use the adjacent rocks to get into the same position. Once you are on the tiled roof, incoming grenades shouldn't be able to land on you and you're free to eliminate dangerous targets around the grounds. Clean up the courtyard from the safety of the rooftop, then drop down along the outside and approach the main gate. Don't drop directly into the courtyard in case there are multiple enemies still alive. Slip in slowly and silence individual targets one by one until the first part of the stronghold is under Agency control.

Tactical Location 16: The Villa: Island

It might seem like the only way onto the island fortress is to make the long jump across the broken bridge. You would make a deadly error trying that, as the front entrance is packed with heavy weaponry. Go swimming instead. Leap off the mainland into the water below and either swim underneath the island and follow the hallways up to the fortress, or avoid any early confrontation and swim to the back of the island and jump over the outer wall. The balcony to the south of the tactical symbol marks the best cover spot; it wraps all the way around the water and gives you lots of room to move out of the way of incoming explosions and multiple corners from which to snipe at targets. Thanks to its high arc, the grenade launcher is easily the most useful weapon for the assault, and you can grab one from several enemies guarding the vicinity.

TIP

Be sure to collect a rocket launcher or grenade launcher from the Villa for storage at an Agency landing zone.

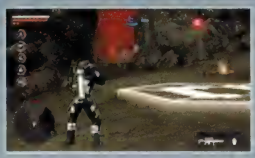
CAUTION

Avoid using explosives in and around Shanty Town. Civilians pack the place and you'll rack up the casualties if you launch a grenade or missile in the wrong direction.

Tactical Location 17: Shanty Town

Inside, Shanty Town can be a deathtrap. After you activate the assault, slip to the outside perimeter and keep on the move. Peer through openings in the structure to pick off the swarming Cell agents. The sniper rifle or assault rifle works best. Stay on the move as the enemies chase you down. If the wounds pile up, take cover between the shacks or on the defensive side of the rocks to recover your health and shields. Once the Cell targets thin out and the fear of any enemy explosives is gone, feel free to jump atop the shacks to get a better vantage point for eliminating the final stragglers.

Tactical Location 18: The Lighthouse

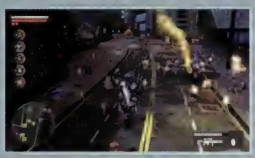


Approach the Lighthouse along the rocks and take cover in the structure near the tactical symbol, where narrow doorways prevent most grenades from reaching you and the walls stop sniper fire from the Lighthouse itself. Rely on your minimap to track enemy movement and respond accordingly. Clear members from the structure first, then sling a long-range weapon and pick off the snipers on the Lighthouse balconies. The main enemy spawning point is in the mountain pass behind the tactical symbol. Once immediate enemies have been eliminated, move into position to spot the door at the back of the pass and heave explosives at any enemies that emerge.

CAUTION

Avoid attempting any of the Unity Heights tactical assaults before you have Agility Level 4 (preferably level 5). Many of the locations can be seized with a lower agility score; however, navigating this island can be taxing without the ability to climb many of the buildings.

Tactical Location 19: Hope North



Slip into the area quietly and approach from between the buildings southeast of the tactical location. After you initiate the assault, return to these buildings for quick cover. Stay in the sheltered area to avoid turret fire while dropping advancing Cell members. Switch to a long-range weapon or explosives to deal with the mounted turret once the streets are relatively safe to tread. If you need a few more enemies to end the encounter, wander out from cover to lure targets toward you and duck back if you need the extra protection.

Tactical Location 20: Hope Tower

This is an extremely dangerous tactical location, so only attempt it once your skills are at their peak and you're stocked on heavy weaponry. Start by clearing out the street-level Cell members and those harder-to-spot enemies on the balcony. Pay strict attention to the heavily armored defenders; explosives work best on them. Once the street is quiet, you still have a lot of work to do. Remaining Cell members are located high above street level. Use max agility to climb up to the second and third levels. Clear the upper tower levels, using ledges as cover to regenerate health and shields. Two to three explosives spread

throughout a level should cripple the defense, and if you run into difficult counterattacks, hang off a ledge out of sight until you're back to full strength and can plunge back into the fray.

Tactical Location 21: Hope South

Prepare for another deadly battle in a main street intersection. After you trigger the assault, take cover on the stairs just east of the tactical location. Clear out the enemies that advance on your position, and leap up to chip away at remaining Cell members. When you have a breather from ground-level attacks, look for the snipers located across the street. You need to eliminate these threats before the Agency helicopter arrives or they may take out your support before the area is fully secure.

NOTE

Tactical locations 22 and 23 form the HR Complex stronghold.

Tactical Location 22: HR Complex: Tower

Watch at the Tower for the steady flow of Cell vehicles driving into the area. Save your grenades for arriving vehicles and take out multiple enemies with a single strike. Once you initiate the assault, quickly eliminate the hostiles in the alley east of the tactical location. Make sure that all Cell members have been cleared from this area before turning your attention back to the street. Pop out to mop up remaining Cell, but return to the alley to recover health and shields as needed to overcome the location.

Tactical Location 23: HR Complex: Courtyard

Do not charge into the Courtyard unless you plan on cashing in on your life insurance policy. Cell enemies encircle the tactical symbol, many armed with explosives that can quickly chain into deadly conflagrations. Hit the courtyard from the west, and jump to the open floors east of the tactical location for elevated cover. Clear the area from above and pull back to recover health and shields when things get too intense. Be sure to eliminate the mounted turrets before triggering the assault unless you're really quick on your feet.

Tactical Location 24: Tech Park

Retreat to the south side of the main structure as soon as the tactical location has been activated. Climb up the side of the building and lob explosives to clear the rooftops. Eliminate the mounted turret as quickly as possible and look for any straggling targets on the surrounding buildings. Keep an eye out for snipers positioned around the area and clear out spawning Cell quickly to avoid having too many enemies counterattacking at once. Once the rooftops are clear, and if you need a few more enemies to end the assault, feel free to drop down to street level and hunt down the last victims you need.

NOTE

Tactical locations 25, 26, and 27 form the Vergotten Apartments stronghold.

Tactical Location 25: Vergotten: Entrance

Each of the Vergotten tactical locations is heavily guarded; make sure you have the best weapons available before you attempt the assault. When you're ready, use the low ledge east of the Entrance tactical location to gain access to higher ground. The rooftops give you great cover from ground enemies while you rain down machine gun fire and grenades to clean up the area. Save your more accurate weapons, such as the harpoon gun, for priority targets on other rooftops or on the ground with long-range weapons.

TIP

Normally, you have enough ammunition to take down two tactical locations in a stronghold chain without reloading. Because you must capture three tactical locations within the Vergotten Apartments stronghold, collect the best weapons from fallen Cell members before moving to each location so you don't come up short.

Tactical Location 26: Vergotten: Approach

Come in from the rooftops to thin out the more dangerous targets, then initiate the assault by quickly venturing out to the Cell symbol. Take immediate cover near the underground parking west of the tactical location. Stay as close as possible to the tactical location to keep the assault active, but you can temporarily fall back into the underground parking if things get too hot. Thin out resistance while keeping an eye on your ammo. Remember to pick up new weapons and grenades from fallen Cell members when you begin running low.

Tactical Location 27: Vergotten: The Pier

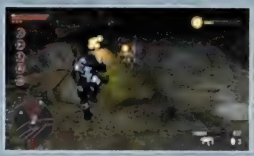
Sneak in on the rooftops and take cover behind the Cell barricade just north of the tactical location. Enemies bunker down on both sides of this position. Concentrate on one group, then return to your cover spot to regain health and shields before removing the second group. Next, clear a path to the water and climb the north side of the apartments. Make use of mounted turrets on the rooftops to destroy any Cell resistance in the area, high or low. Once the rooftops are secure, you venture back down to ground level if you need more kills. Use debris and exploded vehicles as cover while you hunt down the final Cell members to seize the tactical location.

As the song goes, "the freaks come out at night." You won't see the mutants roaming the streets during daylight hours. Thus, the most concentrated pockets of freaks, which are ready to pour forth freaks from their underground catacombs, can only be accessed at night. These "freak breaches" are located in 25 spots around Pacific City, and each rumbles underfoot when you're near as a warning sign. At night, though, you can trigger certain freak breaches, and other freak breaches have restrictions based on completed missions and links to other freak breaches. Generally, a series of freak breaches will open after you complete a beacon mission in the nearby area. Seal those freak breaches and you may open even more freak breaches in the area. For example, in Green Bay: North, when you complete Mission 5 (the radio station), the Villa Hillside freak breach becomes available. Defeat that freak breach and the Bluster Cove freak breach then becomes available.

NOTE

Freak breaches are secondary objectives; they are not essential to your main missions, but you may want to close them down to reduce the freak population in tactical areas.

Preparations



Before you seek out any freak breaches, you need the proper equipment. Walking into a fresh freak breach with a Sniper SX-1A and a single grenade just won't cut it. Because you're dealing with large quantities of freaks, explosives and ammunition are the keys to success. The bigger the explosives, the better, so load up on toys such as cluster grenades and any of the various rocket launchers if you have them locked up at the nearest Agency landing zone. Handheld weapons with stopping power and lots of ammo, such as the machine gun, perform better than the standard Cell rifle. Especially useful is the UV shotgun, which does little against Cell foes but packs an area-effect punch against freaks.

Opening the Breach

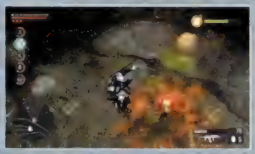
Arrive at the freak breach during the night and locate the collapsed earth or hole that usually signifies the entrance. Before you trigger the freak breach, survey the area for cover spots and obstacles that may impede your movement or explosions. Once you're ready for the fight, enter the area and hold the Y button as directed.

Similar to taking a tactical location, once the freak breach commences, a yellow bar appears in the top right of your screen and each freak kill reduces the bar. Slaughter enough freaks and the yellow bar drops to zero and the Agency sends a helicopter in to permanently seal the freak breach with a few missiles.

The freaks pour forth in great numbers quickly. To avoid a swarm and possible overwhelm situation, toss a grenade into the entrance mouth immediately or lock onto the first freak with a rocket and fire. The more freaks you catch in the entrance with an explosion, the faster you can whittle that yellow bar down and the fewer freaks can escape to harass you. However, more than one freak breach hole exists in the area. Besides the main hole, freaks also spawn to either side of it right out of the ground.

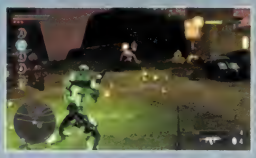
If a large freak group isn't charging, and only stragglers remain, switch to your weapon of choice and blast the lone freaks away. Stay near the freak breach entrance and repeat your explosions and heavy gunfire on each enemy group that tries to emerge.

Main Assault



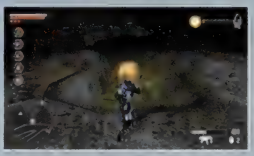
Eventually, though, freaks will escape. There's just too many of them to deal with at once. You have to be ready to fight on the move as soon as freaks break free of the entrance area or start spawning out of the side holes. If you stand still, you'll get hammered by the swarm or by freak powers.

Lock onto a target and, while on the run, unload with weapon fire until the freak bursts into flame. Immediately move to a cover spot or jump up in the area and spin around to see at where the safe ground is. Head for open space while picking off the next target, then the next, and so on. Whenever you spot large groups emerging from the freak breach hole, throw another grenade or shoot another rocket. You can do so against pursuing enemies, too, so long as they're far enough away that you don't catch yourself in the explosion.



Prioritize freaks based on their powers. You don't want green acid burning through your suit, so mow down an acid-spewing freak, for instance, before you worry about a bulky freak that can only harm you in close combat. Keep moving so the freaks can't hit you with whatever nasty surprise has been bred into them.

Plugging the Hole



As you bounce around the freak breach area, keep the entrance in sight to drop your bigger explosives onto emerging groups as often as possible. When explosives run low, rip through your primary weapon's ammo to drop more freaks. With enough explosives, you shouldn't need your secondary weapon too much, but it's there just in case.

In emergency situations where ammo runs low, or while being swarmed by multiple freaks and you can't draw a bead on them all, engage in melee combat and beat them off with a few strength-based attacks. It's possible to plow through all the freaks in a breach with strength alone; however, you'll have to do a fair bit of dancing around to recover health and shields in between hand-to-hand fights.

When the yellow bar disappears, the Agency automatically sends in a helicopter to seal off the freak breach. A few freaks may still hunger for your blood, so don't let your guard down until you're sure you've taken care of all surrounding enemies. Once the freak breach is sealed, you can cross that hole off the underground freak network. Nighttime should be that much quieter in the neighborhood.

ABSORPTION UNITS AND BEACONS

Your core objectives involve missions to retake absorption units from Cell agents and protect beacons to destroy the nine freak lairs throughout Pacific City. The main missions begin after you seize the two tactical locations in Springside Quay, and end with two nonbeacon missions to the Refinery and Agency Tower. You must perform Mission 1 first; the other eight beacon missions can be attempted in any order.

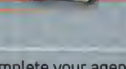
NOTE

Due to the open world nature of the game, the guide describes one possible path to objectives which may contradict in-game VOA.

Mission 1

MISSION BRIEFING

Mission Name	Power Station
Location	Hope Springs: East
Recommended Ability Level	⬢⬢⬢⬡⬡
Cell Threat Level	●●●●○○○○○○
Freak Threat Level	●●●●●○○○○○
Weapon of Choice	UV Shotgun



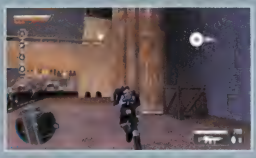
Ⓐ

After you complete your agent training and seize the first two tactical locations of Cell's Springside Quay stronghold, your first beacon mission appears on your Pacific City map. Begin at your newly acquired Agency landing zone in the docks area and stock up on weapons and ammo before taking to the streets. Head under the highway overpass toward the first beacon objective (near D on the map).

Ⓑ

Jump over the chain-link fence and land on the street beyond. Run toward the intersection to the east and keep an eye out for Cell enemies. The STC building is a spawn point for Cell agents, and the intersection frequently draws a Cell crowd. Be careful as you rush through this intersection and turn north toward the bridge down the road.

Ⓒ



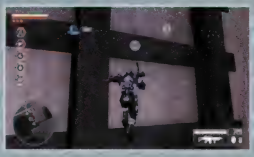
When you reach the bridge, jump up to the higher landing. Turn to your right and follow the building to the corner, where you'll turn right again. If it's nighttime, be on guard for loads of freaks.

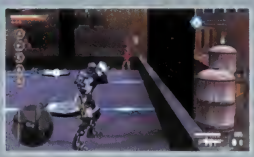
TIP

All absorption unit locations are marked with four golden spires that rise high above the unit. Look for these spires when you get close to the unit's area to help you pinpoint the exact location.

Ⓓ

Take the stairs below the absorption unit on the roof above. On the first landing, jump up and grab the black latticework on the concrete wall. Climb the rungs until you hop over the ledge to the absorption rooftop.





A Cell enemy is immediately to your right. Swing around and blast him before he can draw a bead on you. A few triggered bursts from one of your automatic weapons should finish him off.

Quickly pivot back to the left and aim at the first of the three other enemies guarding the absorption unit. You'll have to be fast here or you'll fall prey to a cross fire. Kill the first target, then move and acquire your second target. Alternatively, you can unload on one of the nearby explosive barrels to try to catch multiple Cell in the blast. If the third enemy becomes a danger, try to position yourself on the opposite side of the absorption unit and use it as cover.

After all enemies are down, stand on one of the four glowing absorption pads on the rooftop. Wait for the absorption unit to fully charge before stepping off. A beam fires out of the charged absorption unit and points toward the first freak lair. Once you see two or more absorption beams cross, you can pinpoint a freak lair directly below the beams' intersection.

Ⓔ

With the first absorption unit active, use your map to turn toward the second absorption unit to the east (near G on the map). Leap off your rooftop and land on the catwalk below. The catwalk winds between a few silos before reaching the factory building to the east.

Jump up on the smokestack building and look where the building merges with the red building adjacent to it. Hop up on the small rooftop at the corner and then again up onto the higher gray rooftop.

F

Carefully walk over to the eastern edge of the gray rooftop. You're now looking down on the absorption unit roof. One Cell enemy patrols on the near side; three other Cell agents surround the absorption unit on the far side.

Snipe as many Cell members as you can from the superior elevation. Use the explosive barrels to create explosions that may net you more casualties.

G

Drop down to the roof if you want to get in closer to take out the remaining Cell enemies. If there are multiple enemies, be careful not to drop down if you can't eliminate them before they hit you in a crossfire.

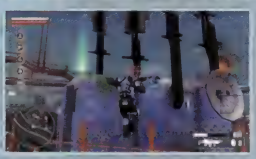
Once all enemies have met their maker, stand on one of the absorption unit pads until it's fully charged. That's two absorption units down, and one more to go.

H

Flick on your main map, turn to the southeast, and line up with the final absorption unit. Take a running start and make the leap across the street to the orange warehouse. Depending on your Agility level, you may come up short. It's an easy jump back up to the top of the orange warehouse; however, Cell vehicles often patrol the street in front of the warehouse. If you're not quick, you might alert Cell street enemies to your presence.

Run across the orange warehouse and look for the four absorption unit spires on the other side of the complex. As you close on the absorption unit, try to stay out of sight as much as possible so you don't alert the absorption unit guards.

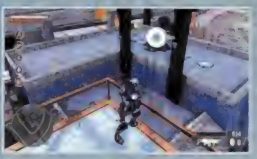
I



Hop over the chain-link fence near the absorption unit. More Cell enemies are likely to the south in the streets, so move quickly to avoid a confrontation with them as you assault the absorption unit.

Move around the north side of the building and jump up on the short roof next to the absorption unit's rooftop.

From the short rooftop, you can jump high enough to lock onto enemy targets and trigger a burst or two. Repeat your jumps until all enemies are down. You can even toss a grenade atop the absorption unit rooftop as long as you're careful not to throw it short and have it bounce back to your rooftop.

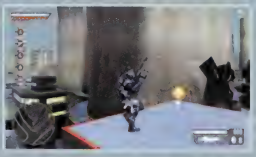


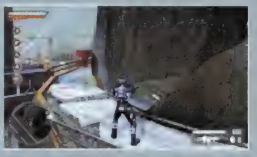
If you want even more elevation, continue past the short roof and jump up to the upper platform on the nearby catwalk. This is the overlooking position that can take out all enemies on the absorption unit rooftop.

After all the guards are dead, step on one of the absorption unit pads and charge the unit. Follow the beam skyward and you can see where the three beams intersect above the middle power station structure. That's the spot of your next objective: the underground freak lair.

J

Jump off the absorption unit roof and head northwest. Follow the beam until you reach a series of buildings next to the power station structure. Jump up on the red building to reach the rooftop with the yellow "Freak Watcher" audio log.





Leap off the audio log rooftop and land on the broken catwalk that encircles the power station. An online orb pulses near a hole in the power station structure.

Descend into this hole to reach the underground freak lair. Run around the outer wall and drop down the broken walkway pieces. When you run out of room, jump down to the underground floor. It's a good size, but one that won't hurt you if you're near the bottom of the structure.

K

As with most freak lair assaults, when you land in the area, it's prudent to clear out the immediate area since even more freaks will spawn later. To beef up your Strength score, plow through the initial freak mass with martial arts. You'll also save on valuable ammunition when you use your hand-to-hand moves.

Once you've cleared most of the area around the beacon, look for an Agency supply crate or two in the area. This time you want to pick up the UV Shotgun; it's the ideal weapon to smash freak groups with a single pull of the trigger. With UV Shotgun in hand, step on the beacon hex and call for the beacon drop.

After a few seconds' delay, an Agency helicopter drops down the beacon. Use your UV Shotgun to blow away any freaks gathering around the beacon when the chopper arrives.

With this freak lair assault, continue to encircle the beacon at a full run. When you spot a freak marked with the freak lair symbol above its head, get in close and blast the freak with the UV Shotgun. The marked freaks are the ones that deal damage to the beacon, and you must protect the beacon while it takes a long time to charge up.

If things begin to get hairy and damage mounts, go airborne. A large jump will remove you from the freaks pounding away at you, and while you're up there, you can survey the area for your next round of targets.

Continue running around the beacon and protecting it with shotgun blasts. Ideally, you'll catch more than a single marked freak in each shotgun blast. If you don't, you'll run out of shotgun ammo and will either have to find another supply crate or switch to your secondary weapon.

The UV Shotgun and your backup weapon should be enough to beat the freaks. You can always let loose a grenade or two. Be careful not to get caught in the explosion, especially when surrounded by freaks who might block one of your throws.

It might seem like a long time and too many freaks to deal with at once, but keep moving and leaping to avoid damage. If you concentrate on the marked freaks and ignore the others as much as possible, your tactics will save the beacon. Once you've destroyed the freak lair at the power station, hop on the purple pad to catapult directly out of the lair and back out to one of the nearby rooftops. Return to your Agency landing zone to store the UV Shotgun for future use. Now you're ready for mission 2.

NOTE

Missions 2 through 9 can be performed in any order. We've presented the missions in the most logical progression based on geography and difficulty.

Mission 2

- Absorption Unit
- Beacon
- Enemy
- Hotspot
- Tactical Location
- Agency Landing Zone
- Freak Breach

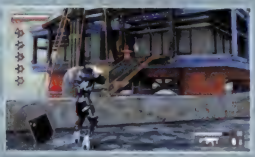
MISSION BRIEFING

Mission Name	Weapons Factory
Location	Hope Springs: East/Hope Springs: Islands
Recommended Ability Level	
Cell Threat Level	
Freak Threat Level	
Weapon of Choice	Assault Rifle

Begin your second mission on the eastern point of Southside Quay, where the street ends and the docks overlook the drilling station out in the water. The first absorption unit rests atop the farthest platform, and each of the three platforms is heavily guarded by Cell. To avoid some gunfire on the way in stay away from the pipe running out to the first platform and swim in as stealthily as possible.

B

Hop up out of the water on the left side of the pipe connecting the station with the mainland. Several Cell enemies patrol the area, and you can't dally here or a crossfire is inevitable. You also have to worry about enemies atop the next level ahead, and if you don't want grenades raining down you'll have to make quick work of the first guards. Once the bottom level enemies are down, sprint toward the higher level and leap up to surprise the remaining guards. Mow them down before they turn their weapons on you.



Turn your attention toward the second platform. At the top of the rusted stairs, a few more Cell enemies shoot down at you. Pick them off with a long-range weapon or throw a grenade to clear them out. Be careful as you leap across to the stairs. There may still be Cell enemies on the first platform who will now shoot at your exposed back.

C

Move up to the second platform and engage any enemies that have been attracted by recent gunfire. When the stairs area goes quiet, turn to northwest corner of the platform and use it as cover as you fire on the next set of guards along the western walkway. As soon as those guards are cleared, grab the Ingalls AL-109 Assault Rifles in the area if you can use them, and proceed to the southwestern corner.

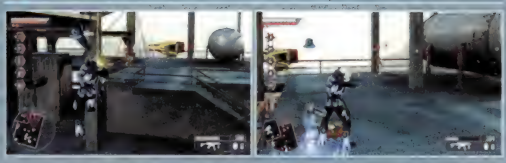
D

Unload on the Cell agents guarding the next walkway. If you see them clumped together, drop a grenade in their laps. Once the bullets stop whizzing by your helmet, look out across the water toward the third platform. A set of four pipes connects the second and third platforms. Run across these pipes while gunning down the lone Cell guard patrolling on the third platform's lower level.

E

Circle the platform and take each set of stairs that moves upward. Eliminate any Cell hunkered down on the walkways and stairs. If resistance piles up, retreat to a previously cleared area and regenerate your shields and health. Eventually you'll run out of stairs and will have to jump up to the upper level from the final staircase landing.

F



The upper level is heavily fortified! You'll have Cell enemies on virtually every side. Use the tanks, girders and shacks as cover while you slowly weed out enemies around you. Don't move to the middle of the area until you're minimap shows that all enemies behind you and to your sides are gone.

The Cell spawn point on the upper level lies behind the brown building in the southwest corner. Once the near-side enemies are down, move around the square hole in the middle of the level and take a position near the railing to battle against the incoming Cell reinforcements.

Cell will pour out of this spawn area; expect to launch multiple explosives and rip through ammo to bring this area under control. Don't leave the railing position until the enemies on your minimap are thinned out enough that you feel you can handle a direct assault. At that point, move in and take the stairs behind the Cell spawn point, which lead to the absorption unit level.

Keep on the move when you hit the absorption unit level. It's wide open and lots of enemies await on the yellow-ringed platform and the raised absorption unit area. Use explosives and leap up high to draw a bead on enemies near the absorption unit.

Jump up to the absorption unit when you're ready to finish off the last of the Cell guards. You can also jump up to the absorption unit if you need cover from the enemies below. When you have a spare moment, step on the absorption pad and charge the beacon.

G

Return to the mainland for the second absorption unit. It lies atop a short rooftop just beyond the trio of power stations from the first mission. Approach from the south side and watch for Cell enemies in the streets, especially in the intersection beneath the absorption unit building.

H

At the T-intersection below the absorption unit, leap up to the lower covered walkway connecting the absorption unit building and the buildings on the south side. Continue up to the top covered walkway and squat behind the short wall. A single Cell guard patrols on the small rooftop in front of you. Kill the guard quietly without alerting anyone else.

CAUTION

The second absorption unit rests on the same rooftop area as a Cell tactical location. If you haven't already cleared this enemy location, expect heavier than normal resistance at the absorption unit site.

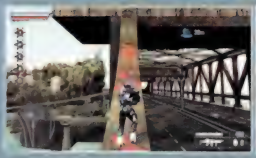
Cross over to the downed guard and leap up to the ledge above you. Hop over the lip and you're on the rooftop next to the absorption unit. To your left is a Cell tactical location, which will bring many more Cell enemies if you haven't seized the tactical location earlier. Sweep the rooftop for targets and drop them quickly. Use the rooftop buildings for cover if necessary.

Take potshots at the absorption unit enemies from the rooftop position. When the immediate threats are gone, jump high and zero in on any remaining absorption unit guards.

Leap up on the absorption unit platform when you're ready to rush it. Trigger a few bursts on any Cell enemy left and then stand on one of the pads. You've now taken the second absorption unit. Be sure to search the bodies of the enemies in this area. One of them has Shrapnel Grenades, which are hard to find in Hope Springs. If you look across the bay to the east you'll see the third absorption unit on the bridge in the distance.

I

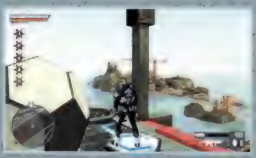
Cross the water and climb up to the bridge. Jump up on the western support beam that slopes down near street level and pick off any Cell enemies atop the bridge near the absorption unit.



Jog up the western support beam until it levels off. At the level area, jump up high and grab the bridge's top ledge. Flip over to reach the absorption unit platform.

J

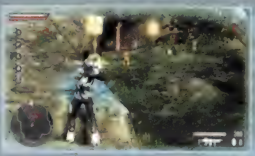
With the machine gun or similar rapid-fire weapon, sweep the area for foes. One usually patrols to your left, while the rest cluster around the absorption unit to your right. Keep moving to make it difficult for the enemies to lock on as you mow them down.



With the third absorption unit active, you can spot the absorption beams intersecting above the old weapons factory on the island offshore. Take a running leap down into the water toward the weapons factory. Even from this height, if you land in the water you won't be hurt.

K

You can either beeline straight toward the weapons factory on the north side of the island, or, if you haven't explored the island areas yet, you can go southeast to collect valuable orbs to power up your skills.



The easiest way to scale the weapons factory is from the northern side. Before you reach the weapon factory site, though, four Cell enemies camped out at the base will intercept you. Stay in the rocky cover until you spot the yellow light towers, then fire upon the enemies from your superior position. Don't move to the weapons factory until those four enemies won't make any more problems for you.

To enter the weapons factory, continue up the rocky landscape until you reach the circular cement structure. Grab onto the closest groove and continue up to the top ledge. To reach the beacon area in the freak lair, leap down into the open structure. You can't, however, jump straight down; it's too far and you'll be killed instantly. Instead, jump down to one of the platforms that

encircle the interior walls. Jump off that platform and drop to the next available platform. Continue until you reach the bottom safely.

TIP

There's a hole behind one of the cargo containers in the area that provides even quicker, easier access to the circular cement structure.

Pick up the assault rife from the nearby Agency supple crates before triggering the beacon's arrival. You don't have many freaks in the area at the start, so you don't have to clear out the area prior to calling for the beacon. But there are many explosive containers in this lair, which means you shouldn't defend the area from the ground level.

Before the beacon arrives, jump up to the walkway that encircles the area. Look for the "Gate 02" sign and park in front of it facing the beacon. Marked freaks will enter the area from the ramps leading up to the higher level. Bounce your attention back and forth to these ramps and kill the marked freaks with the assault rife as soon as they come into sight.

You may have to move around the walkway to spot some of the marked freaks. Whenever you duck behind cover, reload your weapon. Acquire a new target as you leave cover, and if your line of sight is obscured, keep moving until you lock on a target.

A few marked freaks attack the beacon on the ground level. These freaks explode when they die. If you can wait until they near the beacon to kill them, they will explode and take out several other freaks clawing at the beacon.

Continue circling the walkway and don't stop until the beacon detonates. If you make most of your bursts count, you should easily have enough ammo for this assault with your backup weapon and the available assault rifles.

As long as you stand up on the walkway, feel free to shoot at the explosive containers to catch multiple freaks in an explosion. Frequently, you'll set off explosive chain reactions that will destroy the majority of freaks attacking the beacon at the time.

After several trips around the walkway, you'll have successfully defended the beacon. When it detonates, the freaks vaporize and the lair becomes Agency property. With two missions complete, it's time to journey to the north and finish the last beacon mission in Hope Springs.

Mission 3

MISSION BRIEFING

Mission Name	Mason's Quarry
Location	Hope Springs: North
Recommended Ability Level	
Cell Threat Level	
Freak Threat Level	
Weapon of Choice	Machine Gun

Begin the third mission in the Hope Springs street in front of the red burning building (A on the map). If it's nighttime, watch for freaks swarming around the area; if it's day, Cell may be cruising the streets. Jump up and climb the windows alongside the fire until you reach the roof.

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B

On the roof, look to your left and snipe any Cell terrorists you spot. On the right, the absorption unit rests atop the next higher rooftop. Jump up and hold onto the rooftop edge. As you hop backward and let go, toss a grenade toward the absorption unit. The resulting rooftop explosion should clear most of the Cell enemies.

Return to the absorption unit rooftop and gun down any resistance. Step on one of the pads to activate the first absorption beam. Leave the downtown rooftops behind and travel north.

C

Head in a straight line toward the second absorption unit. You'll swim through the water and jump over a couple of major highways until you reach the hills in Hope Springs: North. Climb the hills to the highest point, which overlooks the broken domes of the former Observatory next to the absorption unit. A handy, hidden orb glows under the nearby rock shelf as a landmark.

D

Descend the hill and sneak up on the Observatory complex using the rocks as cover. The final rock ledge provides the best cover as you line up shots on the guarding Cell members. Toss a grenade into their midst to stir up the pot and pick off any surviving Cell with your machine gun or similarly potent weapon.

E

Once Cell resistance thins, leap down onto the absorption unit platform and snipe any Cell members that come out of hiding. Just before the absorption unit, take a careful look down the stone stairs on your right. Cell members tend to reinforce from this position and try to rush up the stairs to surprise you.

F

Step on an absorption unit pad and charge the unit. Alas, Cell has set up a barrier to block the beam on the nearby hillside. Even though the absorption unit has been activated, it won't intersect properly with the other beams unless you destroy the Cell barrier. Follow the beam, climb up to the top of the nearby hillside by traversing the rocky outcropping to your right, and target the barrier. You can destroy it with gunfire, but it's faster to use explosives to blow a hole in it and open a way through for the absorption beam.

G

From the Cell barrier, navigate the rocks running along the quarry's northeast face. You can see the third absorption unit in the distance at the edge of the rocky cliffs.

H

Continue along the rocks until you reach the southern ridge. Climb up the rocks below the absorption unit and use the hill's crown as cover to gain a better position on the Cell agents guarding the unit.

I

Jump out on the hilltop and start blasting. You have very little cover once you engage the absorption unit, so trigger bursts as quickly as you can and keep the Cell enemies on the defensive. Aim for the two explosive barrels to consume the area with explosions before they return fire and hit the barrel near you.

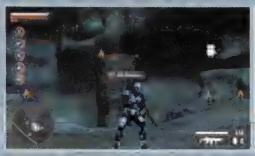
Approach the area slowly even after you believe all enemies to be dead. One or two Cell enemies like to hide on the back side of the hill and it's difficult to gun them down through the high grass. Once they're down, leap up to the absorption unit and charge the final one.

J

Follow the absorption beam a short distance back over the rocks you navigated to reach the third absorption unit. You can drop

down into the freak lair from a hole directly above the beacon symbol. If you can't find this hole, there are more down below on ground level and you can enter the lair from the sides.

You can pick up a shotgun from the Agency supply crates near the beacon site. However, the weapons you brought for this assault, such as the machine gun, will give you better firepower to tackle the defending freaks.



Trigger the beacon and then leap up on top of the nearby stone column which stands alone to the south. The stone column holds two explosive barrels. Get rid of them by punching or kicking them off the column's top.

Your cleared explosive barrels will join plenty of others spread through the lair. They're ideal for igniting large explosions that torch whole sections of the cavern. Use them wisely to destroy big freak groups.

While the stone column gives you a distinct advantage to avoid the standard freaks swarming the beacon, several muscular freaks will leap onto the ledge and battle you during the fight. When this happens, immediately drop your current target and punch/kick the freak on your column with your best melee attacks. Be careful not to get carried away with martial arts; you don't want to fall off the side and have to quickly race back up to the beacon area. During that lost time, the freaks may deal too much damage to the beacon and you may not be able to save it.

From your relatively safe position atop the stone column, concentrate fire on the ground freaks that rush the beacon. Autofire will rip apart small groups, while grenades can destroy larger groups perched around the beacon. Look for the marked freaks on the stone outcroppings in the distance and snipe them as soon as they arrive. They will deal the most damage to the beacon and should be the number one priority.

Continue to pound the ground freaks with explosive while hammering the marked freaks with your gunfire. If you can steer clear of the explosions yourself and fight off the melee-loving freaks that try to knock you off the stone column, you should do fine.

As the beacon charges toward full, the freaks will pour on the damage. Pinpoint the marked freaks in the chaos and eliminate them quickly. A few marked freaks firing on the beacon in unison will destroy it in no time flat.

Once the beacon reaches full charge and detonates, the explosion wipes out the freaks in the lair. Put a third notch in your belt as you prepare to leave Hope Springs for your next mission in Green Bay.

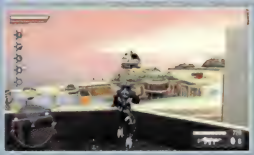
Mission 4

- Absorption Unit
- Beacon
- Enemy
- Hotspot
- Tactical Location
- Agency Landing Zone
- Freak Breach

MISSION BRIEFING

Mission Name	Sportiz Gym
Location	Green Bay: South/Green Bay: East
Recommended Ability Level	
Cell Threat Level	
Freak Threat Level	
Weapon of Choice	Ultra Assault Rifle

A



Approach the fourth mission's first absorption unit from the northeast, where the Green Bay city streets give way to beach sand. Hop up on the beach-side buildings to get an overview of the complex in

front of the absorption unit. Though the majority of Cell agents defend the domed building, the absorption unit is actually behind the dome on a platform over the water.

CAUTION

Beware of the Funland tactical location to the southeast. You can ignore it if you move quickly; however, if you linger, enemies from Funland may notice you and open fire.

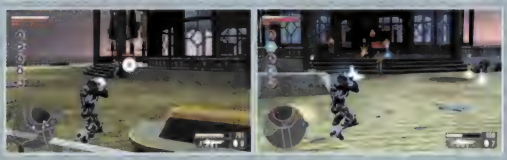
B

Vault the walls and drop down on the beach. Stay to the east of the dome and use the beach house as cover.

C

Continue toward the absorption unit platform. It becomes dangerous on the open beach and many enemy eyes scan the pier ahead of you. Rely on the pointed rocks in the water as cover. Jump up on the tallest one if you want to take shots at the Cell enemies guarding the back pier.

D



Leap up to the pier and sweep the area for Cell enemies. It's best to bring along a quick-trigger weapon, such as the machine gun or assault rifle, to deal with bad guys before they can return fire. Throw a grenade to the front of the dome to blast several enemies at once. Circle the front to pick off any remaining targets.

A second enemy group patrols the back of the dome. One of the two-man Cell team is armed with a grenade launcher. When you hear the whoosh of jettisoned grenades, vacate the area immediately. Once you kill the pair, drop your secondary weapon in favor of the grenade launcher.

TIP

If you haven't already stored a grenade launcher, be sure to return to the nearest Agency landing zone with your new toy. The launcher proves an all-around excellent weapon in open terrain.

Armed with the grenade launcher, trigger a couple of explosives on the absorption platform to eliminate any threats. Survey the piers for any enemy stragglers, and after you've quieted them, jump up on the platform and step on one of the absorption unit pads to secure your first unit.

E

Return to the city streets for the second absorption unit. From the eastern end of town, scale the buildings and stop on the shorter rooftop in front of the absorption unit building (which also contains a Tactical Location).

F

You have Cell enemies all around you guarding the rooftops below the absorption unit. Hide behind the rooftop door structure and pick off any enemies from your cover spot. Toss a grenade to the north landing to burn out the Cell enemies on that side. Peek around the corner and drill any enemies patrolling the same rooftop as you.

The southwest corner of your rooftop holds a very dangerous missile turret. Before you advance on the absorption unit, you must take out this turret. You can't survive a direct hit from one of these missiles, and even a near miss can destroy you. Try to get a lock on the turret gunner and heave a grenade at his feet.

G

Once the turret is no longer manned, move to the north landing. Jump onto the absorption unit building and climb up the windows.

At the top, there's a space between the building edge and the platform around the absorption unit. Drop into this gap and use it as excellent cover against the Cell enemies guarding the unit. Leap straight up and

whittle away foes before ducking back into the gap for cover against the return fire. Watch for a Cell with the Sniper SX-1A

When you're ready to advance on the absorption unit, jump onto the platform and spray bullets on any remaining targets. Jump up near the absorption unit and step on one of the pads.

H

Unfortunately, there's another blockade preventing this beam from intersecting with the others. Follow the beam until you see the blockade on a rooftop above a peacekeeper billboard. Leap from the nearby rooftop and land on the bridge below the blockade. Gun down the lone Cell defender and pull out a Grenade Launcher.

I

Blast the blockade and watch it go boom. The beam is now free to merge with the others above the Sportiz Gym. Turn to the west and go after the third absorption unit.

J

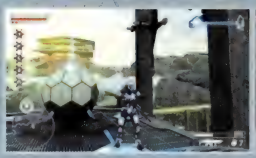
Race along the rocky ridge north of the abandoned sports complex. Keep on the far side of the rocks so the absorption unit enemies can't spot you and prepare for your arrival.

K

Sneak down to the rocks directly north and adjacent to the absorption unit platform. Unload bullets and explosives on the platform until all resistance is still.

Continue to the platform and look for three more enemies on the southern rocks. One of the enemy team is heavily armored and wields a rocket launcher. Return fire with your best weapon to kill the rocket launcher enemy first and then pick off the other enemies higher up on the hill. When it's safe, step on a pad and activate the final absorption unit.

L



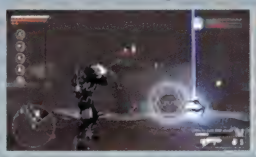
Follow the beams back to the east. The entrance to the freak lair is a hole in the mangled ground in front of the sports complex. If your Agility is Level 3 or higher, drop straight down into the hole. The landing might cause you to shake the cobwebs out of your head, but you'll be able to regenerate your shields and health before the battle begins. Alternately, there's an entrance in the back of the gym complex, seen from the beach as a hole in the foundation.

Find the nearby Agency supply crates with the Ultra assault rifle and Harpoon Gun (very cool), and then trigger the beacon call.

Your ambush point is the craggy rock east of the beacon. Jump up on the rocks, reload, and prepare for battle there.

Marked freaks periodically leap out onto the other rocky platforms surrounding the beacon. Concentrate on these marked freaks with the Ultra assault rifle. Use explosives on the ground freaks once a sufficient number of them have engulfed the beacon.

Pounders will try to stop you. Unlike previous missions, these hand-to-hand freaks will come at you wave after wave. Beat them back with martial arts; however, you can't let them distract you for too long. Waste too much time on these guys and the other freaks will bring down the beacon.



If you can balance staying alive, remaining on your ambush point, and dealing damage to the marked freaks, you can overcome the freak lair. Given enough time, the beacon will detonate and wipe out the mounting freak numbers.

With the freaks incinerated, you've completed Mission 4 at the Sportiz Gym. It's been quite the workout, and it only gets more intense from here on.

Mission 5

MISSION BRIEFING

Mission Name	Radio Station
Location	Green Bay: West/Green Bay: North
Recommended Ability Level	
Cell Threat Level	
Freak Threat Level	
Weapon of Choice	Rocket Launcher

Ⓐ

Begin near the main highway exchange in Green Bay: West (A on the map). Looking north you'll see the absorption unit atop the beige building down the street. Proceed from building top to building top up the street, mindful of Cell enemies milling about in the area. There's a Cell tactical location down the block to your left, so you may receive miscellaneous potshots from that direction.

Ⓑ

Stop on the short rooftop west of the absorption unit platform. You can snipe the absorption unit guards from here, or you can get closer by climbing the gray building above the blue windowpanes. Expect rockets from multiple angles as the surrounding Cell agents are heavily armed, and move quickly if you choose the higher rooftop.

Ⓒ

Use the grenade launcher or hand grenade to blow away resistance atop the absorption unit platform. After the smoke clears, pull out your gun and drop any enemies still standing. Keep on the go to avoid return fire from the surrounding building rooftops.

Sweep the area and pick off any enemies hassling you. Before you approach the absorption unit platform you certainly want to make sure that no enemy within sight can lock onto you with rockets.

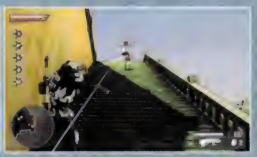
When you finally have the area quieted down, hop aboard the absorption unit and step on one of the pads. With the unit charged, you have the first beam activate for the fifth mission.

Ⓓ

The second absorption unit hides behind Cell's Villa fortress, and with two tactical locations in the area, you don't want to knock on the front door. Instead, head out into the ocean and swim to the island from the south.

E

As you near the Villa island, look for a heavily armed guard on patrol along the lower rocks. You can snipe him from range by leaping out of the water and triggering a quick shot before dropping back down into the water. Repeat this several times to slay him before you reach the shore and before he has time to train his weapon on you.



Climb the rocks on the island's south side and hop over the yellow wall onto the staircase beyond. Turn and aim up at the top of the stairs and wait for patrolling guards to round the corner. Silence them before they know what hit them.

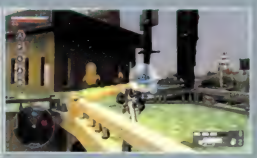
After the guards at the top of the stairs are dead, descend to the landing below and peak around the corner at the fortress's backyard. A guard tower rises up from the western wall, and a single guard armed with a rocket launcher watches over the yard. Your assault path to the absorption unit takes you directly into his sights, so you must eliminate him before you can proceed too far.

F

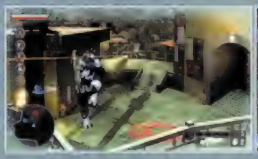
Race down to the southern wall to the backyard and use it as cover for any rockets fired in your direction. In between explosions, leap up onto the backyard and then leap again skyward. At the top of your arc, aim at the rocket launcher guard and fire off as many bullets as you can to bring him down. The grenade launcher works well here, as a single grenade shot up to the tower's top can obliterate the guard. Otherwise, continue burning through your clip until the bullets make Swiss cheese out of him. Once the coast is clear, climb up the tower and retrieve the rocket launcher.

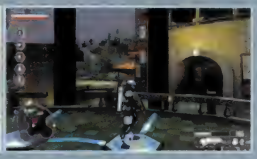
TIP

After you gain the Rocket Launcher, return to the nearest Agency landing zone as soon as you can to store it for future missions.



Armed with the rocket launcher, attack the middle section of the Villa near the tactical location. There will be lots of explosions back and forth as they fire rockets toward you and you return rockets with your launcher. Aim for the larger enemy groups and trigger off a rocket at the height of your jumps to ensure the rockets travel over the railings and obstruction and reach your intended target. Don't leave the backyard until the minimap shows it's clear of enemy dots in your immediate area.





Jump up to the level with the absorption unit. Survey the area below, which holds the tactical location symbol and more guards along the northern landing. Wipe out these guards so they can't harass you while you stand on the absorption unit pad and charge the second beam.

TIP

Since you're in spitting distance of a Cell tactical location in the Villa, you may want to assault it to set up a future Agency deployment point. Remember, even though you may have cleared the area around the absorption unit, as soon as you call for the assault, major enemy reinforcements will spawn all around you and the fight is on once again.

G

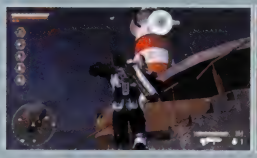
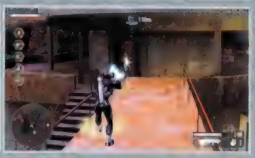
Cell has blocked another absorption beam, and it's your job to put a hole in the barricade before moving on to the third absorption unit. Follow the beam out from the Villa, across the water, up the beach, and into the hills southwest of Shanty Town. To your right lies the Villa's mainland tactical location; be careful that you don't draw unnecessary attention from that area while traveling up to the barricade. Next to the barricade, hop up on one of the shack rooftops and heave a grenade to remove your problem.

H

The third absorption units rests high atop the Lighthouse on the northern tip of Green Bay. It's heavily guarded by Cell, and another tactical location, so approach it with extreme caution. Travel up the rocks and hit the defensive perimeter on the southwest side. Pick off the outer guard, then move in to his position and check out the locations of all the enemies near the Lighthouse base. In rapid succession, launch several rockets at the key enemy groups and send them into chaos.

You have a few second before the enemy regroups. Run toward the Lighthouse base, being careful to dodge any return fire. Fire off more rockets at surviving enemies and move to cover behind the big rocks south of the base.

J

Assault the base itself. Switch off your rocket launcher, run to the north, and jump up to the landing leading into the circular structure. Mow down any enemies on that level and take cover from return fire inside the circular structure.

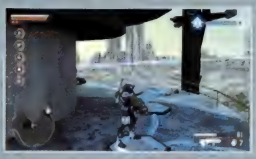
After you've reloaded and regenerated all your health and shields, jump up to the structure's top level and take out the Cell snipers up top on the Lighthouse. You'll find one in the rocks at the bottom of the Lighthouse, and a second on the first Lighthouse balcony.

With the snipers out of commission, sweep the grounds for any enemies that might shoot at your back when you decide to climb up the Lighthouse. As with the Villa, you can choose to assault the nearby tactical location; just be ready for tons of reinforcements.

J

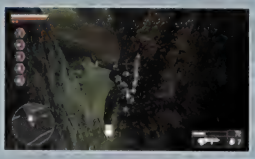
When you're ready to take out the absorption unit, climb up the rocks on the Lighthouse's eastern side. The rocks curl around to the back of the Lighthouse where you'll spot a dilapidated balcony. Hop up on this platform and then look skyward for more balconies barely hanging onto the Lighthouse. It's a dangerous climb. You have to jump from balcony to balcony to finally reach the top of the Lighthouse.

Two Cell agents guard the absorption unit. It's too close for explosives, so make sure you have your gun at the ready as you vault up to the platform. Gun down the nearest guard, then roll around the Lighthouse balcony until you unload on the second enemy patrolling the opposite side.



Stand on the absorption unit pad and activate the third beam. You're now ready to drop a beacon into the Radio Station freak lair and finish it off.

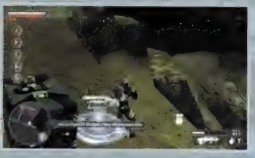
K



Descend from the Lighthouse and follow the third beam to the beams's intersection in the hills to the southeast. The entrance is a large fissure in the rocks, and you can drop down relatively safely to the beacon symbol below.

Lots of freaks roam the area. Clear as many as you can with martial arts before you call for the beacon.

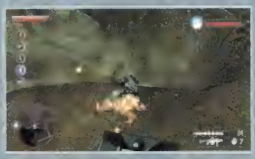
You'll find an Agency supply crate in the back of the freak lair. If you get in trouble during the fight and need a few seconds to regenerate, you can hold off freaks well from this spot.



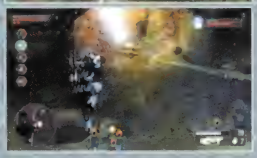
When you're ready, call for the beacon and leap up onto the big pile of nearby rocks with the UV Shotgun supply crate on top. If you choose to fight at long range, most of the beacon battle will be fought up here.

Shortly after the beacon arrives, marked freaks will bounce out from the side tunnels. Sweep around the cavern and lock onto these marked freaks as quickly as possible. They deal the most damage to the beacon and should be the highest priority.

Save your explosives for large freak groups that swarm near or around the beacon. If you're stocked with grenades, it's a good idea to throw one every 10 to 20 seconds to thin the growing herd.

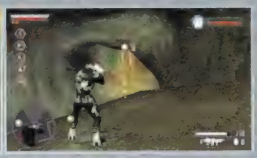


If you stay atop the supply crate rock, freaks will attack from behind periodically. Luckily, these are lower-powered freaks and your hand-to-hand moves deal with them quickly.



If you don't have a long-range weapon like the Ultra assault rifle, harpoon gun, or machine gun and want to use the supplied UV shotgun, drop down to the cavern floor and hunt down the marked freaks up close and personal. Occasionally, trigger a shotgun blast to brush back the growing freak group that chases you around.

Beware of the giant, moss-covered freaks known as Pounders that appear when you're at ground level. They charge at you at any given opportunity and can knock you off your feet while dealing potent damage. A few knockdowns will disrupt your attack enough for the beacon to fail. If you attack on the ground, stay on the move and circle the beacon constantly to pick off the priority targets.



Because the knockback freaks can't reach you up on the supply crate rocks, you ideally want to mount your attack from up there. Bounce your attention from marked freak to marked freak, throwing explosives at the larger enemy groups, and the beacon will charge before the freaks break through its armor.

When the beacon goes boom, you complete the fifth mission to take out the Radio Station. You're more than halfway through cleaning up the freak lairs, but the more difficult missions are still ahead.

Mission 6

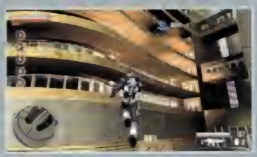
MISSION BRIEFING

Mission Name	Research Ruins
Location	Unity Heights: Northwest/Unity Heights: Northeast
Recommended Ability Level	
Cell Threat Level	
Freak Threat Level	
Weapon of Choice	Grenade Launcher

Ⓐ

Begin the sixth mission on the highway connecting Green Bay with Unity Heights. When you first enter Unity Heights, the first absorption unit is atop the building complex just off the highway to your left.

Ⓑ



Leave the highway and pass the first building to second building with the curved balconies. Jump up the series of balconies to reach the second building's rooftop.

Ⓒ

A heavily armored Cell terrorist armed with a turret machine gun patrols the rooftop above the curved balconies. Immediately upon touching foot on the roof, hit him with explosives or repeatedly damage him with bullets. If you hit him with bullet after bullet, the small knockbacks he suffers will delay his return fire enough that you won't get ripped to shreds. The empty in-ground pool nearby is a great cover spot if you need a place to regenerate health and shields.

After dispatching the turret guard, leap up as high as you can. At your leap's highest point, aim up at the balcony above and lock onto the next Cell guard. Spray bullets above until he drops, or toss a grenade up there to clear the balcony.

Pick up the 1,000-bullet-slinging turret machine gun and jump up to the next balcony. Use the wall light as a foothold if you can't reach the balcony with a direct leap. A second jump will bring you up to the absorption unit rooftop. Let the bullets fly with your heavy-duty weapon and sweep the rooftop clear of absorption unit guards.

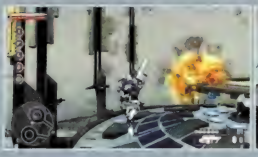
Step on one of the absorption unit pads to activate your first beam. It shoots over the nearby ruined research lab, which serves as the site for the second absorption unit and the underground freak lair, once all three absorption units have been activated.

D

It's a stone's throw from the first absorption unit to the second. Simply jump down off the first absorption unit and follow the grassy hills north to the edge of the research lab complex. The circular tower closest to the water holds the absorption unit.

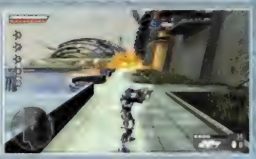
E

As with the first absorption unit, there aren't too many Cell enemies guarding this unit; however, most are heavily armored and carry big-time weapons. Don't let them use those weapons against you. Heave a grenade up on the absorption unit platform, or climb up high enough to jump and trigger off an explosive round with a gun like the grenade launcher or homing launcher. Only a direct hit will kill him in outright, but it should shake him up enough that you can launch a second shot and end the conflict.



Scan around the research complex for other enemies and eliminate them from range to make travel easier later. Step on the absorption pad and activate the second beam.

F



Travel northeast from the second absorption unit toward the third absorption unit, but don't approach it directly. Skirt out to the north and come in from the back end near the water (F on the map). Hit the Cell enemies at range with explosives to dismantle the rear perimeter. Once there is no return fire, you can move east toward the absorption unit building.

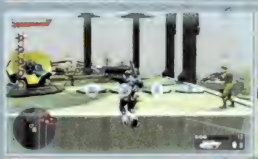
G

Look up and find the absorption unit. Don't climb the absorption unit building, but rather the one next to it with the blue balcony railings. The shorter building will bring you up behind a turret Cell enemy.

Drill the turret enemy in the back with a steady stream of bullets until he drops off the mounted weapon. A good throw with a grenade will also do the trick; however, it's easy to toss the grenade long and off the rooftop to no effect. Climb into the turret as soon as it's free and use the free firepower to destroy all the Cell enemies in the building across the street. They will only snipe at you later if you don't get rid of them now.

Jump up on the rooftop next to the turret and aim up at the absorption unit rooftop. Pick off any enemies you can spot.

H



To liberate the absorption unit, jump off the current rooftop and land on the absorption unit building's side. Climb the side until you can hop up and out-gun the absorption unit guards, or drop a grenade and then drop back down to safe cover. Repeat this until no enemies roam the rooftop and you can step on the third absorption unit pad.

Return to the research lab and drop down through the broken roof to discover the freak lair. As with other lairs, engage in hand-to-hand to whittle down the freak numbers and build up some Strength points along the way.

Call for the beacon and gather the AM sniper rifle from the nearby Agency supply crate if you don't already have a competent ranged weapon of your own. The AM sniper is great for downing the freaks later on that attack the beacon from high above, but it lacks the punch of explosive weapons and won't work well against large groups. Run west of the beacon symbol and leap up onto the broken platform, then again to the ruined level of concrete and rusted steel. Turn around and you should be able survey the whole beacon area.

A Goliath will charge into the area shortly thereafter and start pounding on the beacon. These massive freaks are highest priority. Kill them quickly and you'll save a chunk of the beacon's armor, which helps it stay around that much longer. Of course, the freaks won't leave you alone up on your perch. Acid-spewing freaks will splatter the area to burn you out, and Pounders will jump up and claw at your shields.

Stay on the concrete perch as long as you can. Kill the massive freak first and then sweep the area for marked freaks on the higher balconies. Snipe them quickly before another freak gets in your face or a new Goliath charges the beacon.

You may be forced from your perch if the attacks become too fierce. Try jumping up to the wider level above you and destroying as many marked freaks as you can track down on the run.

Stay up as long as you can, but if you're forced to the ground floor near the beacon, expect the full freak barrage. Goliaths will try to charge into you and knock you down. Reapers will damage your shields with their red bolts. The freak throng will swarm you at every opportunity. Stay on the move at all costs and jump often to clear the rabble and land in a better position.

Don't lose track of the freaks on the upper level or the coordinated damage of the marked freaks will destroy the beacon. Switch to your ranged weapon often and circle the beacon for those priority targets.

You will not be able to stop all the freaks. Most likely one of the Goliaths will still be pounding the beacon when it goes off. Kill as many marked freaks as you can, and if you can also eliminate two of the Goliaths, the beacon should survive long enough to complete the mission. This is one of the more difficult freak lairs, so don't stress if you have to replay it a few times to finally conquer it for good.

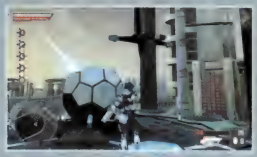
Mission 7

MISSION BRIEFING

Mission Name	Security Ruins
Location	Unity Heights
Recommended Ability Level	
Cell Threat Level	
Freak Threat Level	
Weapon of Choice	Flocket Launcher

The other guards will go into alert mode as soon as you reveal yourself. Fire explosives up at the platform to blast it clean. If you don't cripple the defense early, the absorption unit guards will counter with homing rockets that you'll have trouble dodging.

For a better angle on the absorption platform (but less defensive cover), try the rooftop on the southeast side.



When the smoke dissipates, jump up on the platform and step on one of the activation pads. After the absorption unit activates its beam, spin to the northeast and go after the second absorption unit.

From the first absorption unit head through Unity Heights back toward the northern shore. Steer to the west of the Vergotten: Entrance tactical location to avoid unnecessary firefights. Once you reach any of the buildings on the north side, turn to the east and take a running leap down to the waters below.

TIP

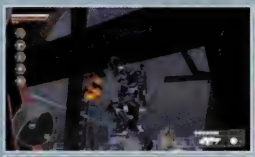
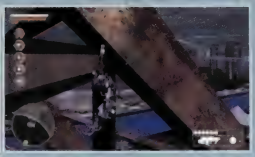
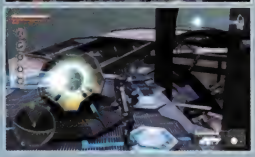
Alternately, you can avoid some enemies by heading east until you hit water, then head left along the shore to the next AU.

Approach the first absorption unit from the north side. Look for the damaged white sign glowing on the ruined wall next to the parking garage and turn into the grass lawn there.

Vault up the side of the parking garage level by level. At the top, lock onto the nearest absorption unit guard and fire off a rocket (or snipe him with a similar ranged weapon).

Climb the rocks to the southwest of the absorption unit tower and approach through the ruins. Ideally, you want a ranged explosive weapon, such as the Flocket launcher, to send one or two rockets against the absorption unit enemies. It's difficult to approach since they have a superior elevation and can shoot down on you, so obliterate them with homing rockets instead.

Enter the ruined dome and climb up the bottom of the tower. Jump from girder to girder until you can't climb any higher.

Things get a little tricky here. Jump out from one side across the open center area toward one of the horizontal girders. Grab the girder and pull yourself up. If an obstruction blocks a straight pull up, slide to your right or left until you have room overhead. Continue to do this until you near the top, then switch to the outside of the girders and jump up in a section where the platform above doesn't overhang and block your ascent. Atop, all guards should be dead and you can easily activate the unit as you step on one of the pads.

G

Head south to the security ruins for the third absorption unit. From the surrounding highway, travel around the security ruins until you reach the southeast end.

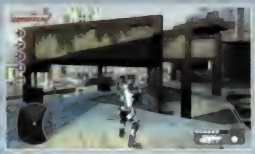
H

Follow the road until it reaches the old Agency gate. You can't get in the gate, but you can leap to the landing above it, and then again to the next higher land near the upper levels of the security ruins.

I

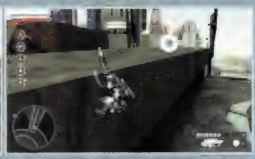
Navigate toward the broken landing section (a hidden orb and "Freak Watcher" audio log are here if you haven't collected them earlier). Climb to the top of the broken landings and look to the west.

J



To reach the very upper reaches where the absorption unit hides out, you must climb the billboard-type structure closest to the absorption unit. From the broken landing, walk along the outer ledge westward until you're under the third billboard structure. Jump up to the left pillar to the short landing below where a billboard sign might go. Next, jump up to the lip below the moss-covered billboard section and pull yourself into a standing position. Finally, jump up to the top of the structure and stand on top. You need Agility Level 4 or greater to pull off this jumping feat.

K

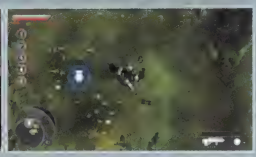


Jump to the west again across the gap and land on the rooftop beyond. Look to the north and you'll see the absorption unit spires towering up above a barricade blocking your view of the unit itself (and blocking Cell's view of you). Drop down to the lower level and come up under the absorption unit platform.

Three Cell enemies guard the absorption unit on the far side of the platform. Launch explosives to consume the far area in fire. Whichever Cell enemies survive, continue the explosive barrage or switch to gunfire to bring them down.

Activate the third absorption unit by stepping on any of the pads. Take a quick break because the freak lair is very close.

L



It's two big jumps down to reach the freak lair. Jump off the third absorption unit platform far down to the water below. The green water encircles the hole down to the freak lair. With a Strength Level 4 or higher, you can jump down the hole and land hard next to the beacon, but survive.

Clear the surrounding area of freaks with your martial arts. Don't call for the beacon until you've thinned the freaks enough that you're not constantly running for your life.

Call for the beacon and man the rocket-launching turret a short distance southwest of the beacon. This turret packs serious firepower. So long as you can keep the enemies at a distance, you can blow them to shreds quickly, possibly with a single rocket.

A thin land bridge leads from the outer cavern ring to the inner expanse where the beacon resides. Check this land bridge often for invading freaks and blast them when they're concentrated on the thin strip.

Two Goliaths join the fray early in the conflict. One chucks rocks from the outskirts at the beacon and circles around the rim while the other charges in to pound the beacon from close up. Follow the massive freak and hit it with as many rockets as you can unload while it's on the outer rim. The more of its health you burn away now, the easier it will be when it attacks the beacon directly.

Use the turret to clear out enemies close to you by exploding the rockets into the nearby rock structures or by firing down at the ground in front of you. Just keep the explosions far enough away that they catch the enemy and don't deal too much damage to your shields. If the damage starts mounting against you, temporarily abandon the turret and gun down the offending freaks before returning to your battle position.

Relentlessly fire rockets at the massive freak to turn it to cinders before the beacon takes critical damage. You might have to suck up some damage from freak acid and point-blank attacks to deliver deadly damage to the massive freak.

Watch for attacks on your left side. Freaks can hide behind the Agency supply crate, making for a difficult shot. Either blast the nearby rocks to try to engulf freaks in the explosion, or shoot just over the top of the crate to strike a freak with a head shot.

The freaks will keep coming, and a second massive freak joins the party after the first one perishes. You might not have to kill this one before the beacon detonates, but if it looks like the beacon's armor won't stand up, once again concentrate firepower on the big guy.

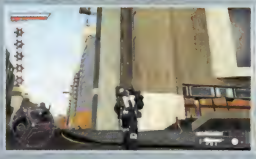
A few hundred rockets later, you'll save the beacon and blast to smithereens all the freaks in the security ruins. With the seventh mission finished, it's time to go into the heart of Unity Heights where both Cell and the freaks fight desperately to hold onto their territory.

Mission 8

MISSION BRIEFING

Mission Name	Comms Center
Location	Unity Heights: Southeast
Recommended Ability Level	
Cell Threat Level	
Freak Threat Level	
Weapon of Choice	Homing Launcher

A



Begin south of the security center at the T-intersection on the north end of Unity Heights: Southeast. Move down the road toward the absorption unit building. Be on guard for patrolling Cell agents, especially if you travel through here at night.

B

Scale the blue-gray building window by window. The absorption unit is on top of the roof in the area between the two main buildings. When you crest the lip of the roof, search for the Cell guards on the opposite side of the absorption unit.

C

Advance on the absorption unit guards. Pin them down with a spray of bullets and, when you get in close enough, throw a grenade to expedite damage.

After the absorption unit guards aren't a problem anymore, sweep the surrounding rooftops for potential threats. There are many in the area, and depending on the range of your weapon, you can score a few more kills before you leave the block.

Step on one of the activation pads to charge up the beacon. The beacon's beam shoots out over the nearby abandoned communication center, which is where you'll be shortly when you confront the freak lair.

D

Head northwest to the next T-intersection near the second absorption unit complex (D on the map). Climb up the Ascendancy building until you reach its rooftop. The absorption unit is on the taller rooftop at the corner of the Ascendancy building.

E

Jump up and grab the absorption roof ledge and quickly scamper over. The guards up here are heavily armed and you'll have more than one rocket fired at your head, so don't stop moving once your feet touch the checkered rooftop. Dodge first, and when you have a free second, lock onto to the two enemies in front of the absorption unit and bring them down.

Two more Cell enemies are on the domed rooftop behind the absorption unit: one armed with a sniper rifle and one armed with a grenade launcher. Return fire with one of your explosive weapons or throw a couple of grenades and blow them both off their perches.

Plant yourself on one of the absorption pads to activate the second unit. Unfortunately, Cell has set up yet another barrier to thwart the absorption beam.

F

Take a running start and make the long leap over to the circular building across the street with the big chunk blown out of its upper story. Land on the lower ledge that runs around the building and follow it until you can jump up to the blasted rooftop behind it. From the blasted rooftop, you can see the barrier up on the next rooftop. Lock on with an explosive and take out the barrier.

G

A long jump down to the southwest lands you into the HR Complex park. Fight through the nearby enemies until you reach the courtyard in front of the tower.

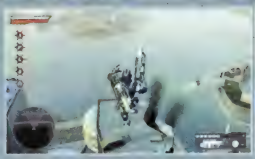
From the courtyard, survey the surrounding buildings and rooftops for enemies firing down on you. If explosives start raining down, you'll have to seek cover, but if it's just bullets, you should be able to out-gun and eliminate the local threats in the area.

H

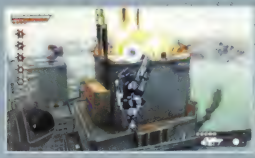
Once resistance has slowed, put your weapon away. You now need you climbing fingers. Scale the outside of the tower, climbing up the blue windows and clinging to the golden ledges.

Continue up and up until you reach the balcony that overlooks the third absorption unit across the street.

I



You can't reach the absorption unit building from this balcony. Turn to the right and aim for the building to the west of the absorption unit building. With a running leap at Agility Level 5, you can hit this building's rooftop squarely without taking any damage.

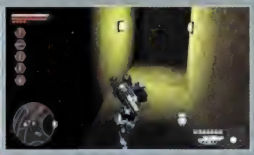
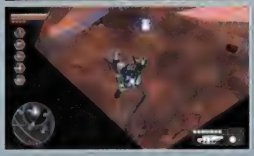


Destroy the absorption unit guards at range with one of your explosive weapons. Ideally, you want to use the homing launcher or the Flocket launcher to lock onto targets obscured by cover—those that might be difficult to shoot in a straight line.

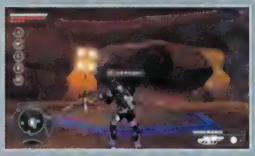
J

Another running jump brings you over to the absorption unit rooftop. Step on one of the activation pads and get the third unit up and running.

K

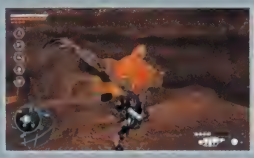



Head east across Unity Heights and into the abandoned communications center. Unlike most other lairs, you're not looking for a hole in the ground to drop down through. Find the red tile walls in the shadows of the main complex and take the ramp that descends underground. When the lighted hallway ends, crawl through the rubble and finally jump down to the beacon in the cavern below.



Call for the beacon and jump up on the rock north of the beacon symbol. Use this rock as your staging ground for as long as you can maintain your position.

A massive freak will arrive on your left side and roar in anger before charging the beacon. Switch to your explosive weapon of choice and hit it with rocket after rocket. If you have a homing launcher or Flocket launcher, once you lock on, your rockets will follow the massive freak, which means you always hit for damage and can fire on the run if you need to play defense. Keep hammering the massive freak, especially when it attacks the beacon directly.



Freaks will drop down on your rock to dislodge you. Switch to martial arts to beat them; a rocket at close range isn't such a good idea.

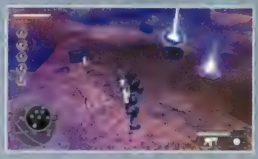
If you get knocked off the rock and fall to the deeper cavern below, don't waste time fighting the freak throng or searching for the pathways back up to the beacon plateau. Hop on a nearby purple vault hex and slingshot back up to the action.

Marked freaks will fire at the beacon from your rock landing too. Make these foes a priority since they can interfere with your tactics and harm the beacon. Your secondary weapon can gun them down, or rely on martial arts again.

Avoid the green acid pools that the freaks like to spew in your direction. If the rock landing gets coated in acid, temporarily jump down and attack from near the beacon.

When the second massive freak bursts into the cavern, continue with your volley of rockets and grenades to take it down before it cripples the beacon.

The freaks will mount a furious assault on the beacon as it nears its full charge. Be vigilant to find the marked freaks amidst the chaos and finish off the massive freak with your final explosives.



After a hectic battle, you'll have defended the beacon with some armor to spare. You've finished the eighth mission, and all that remains is one last mission to activate three more absorption units and clear out the final freak lair.

Mission 9

MISSION BRIEFING	
Mission Name	Unity Heights Square
Location	Unity Heights: Southwest
Recommended Ability Level	
Cell Threat Level	
Freak Threat Level	
Weapon of Choice	Flocket Launcher

A

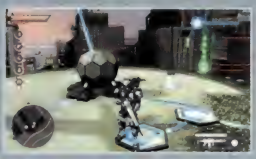
As you leave Hope Springs: Southeast and travel to Hope Springs: Southwest, where the first absorption unit resides, look for the familiar golden spires above the buildings. Veer toward the circular building, atop which sits the absorption unit.

B

As you cross near the Cell tactical location in the streets below the absorption unit, watch for enemy fire from your left. Continue toward the building next to the absorption unit and scale the small windows blanketing the facade. When you can't climb any higher, jump backward and land on the absorption unit building ledge. Leap up and catch the small balcony railings to your right and climb them up to the next rooftop. Keep going up until you can jump high enough to grab the edge of the absorption platform.

C

Flip up to the rooftop and blast the two Cell guards watching over the absorption unit. Use the absorption unit in the center as cover if you can't take one down before the other locks onto your position.



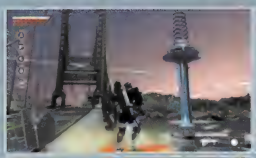
Step on one of the absorption unit pads and activate the first beam. Turn to the west to see the second absorption unit in the distance.

D

Take a running start and jump over to the next building to the west. Continue building-hopping as you descend down toward street-level in front of the bridge.

E

When you land in front of the bridge, sweep the area for Cell targets. You don't want any of them taking shots at you as you make the difficult climb up the bridge.



When you're ready, jump up on the foothold to one of the bridge's suspension cables. You must tightrope-walk up this cable to reach the top. Go slowly and keep yourself centered on the cable at all times. Near the top, where the cable slopes too steeply to walk anymore, leap as high as you can and grab the cement column above the absorption unit platform.

TIP

Alternately, you can climb directly up the concrete support towers.

(F)

Peer down on the Cell absorption unit guards and cut them down before they realize they're being attacked from above.

Step on one of the activation pads to power up the second absorption unit beam.

(G)

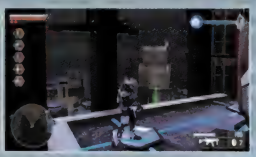
Unity Heights is a dangerous place to stroll around in. Stay to the rooftops as you travel to the northeast toward the third absorption unit.

When you finally descend to the streets, be on high alert for surrounding Cell terrorists.

(H)

At the base of the absorption unit building, begin the long climb to the top. Use whatever handholds you can find to reach the first third of the building.

Look for the towering concrete wall with thin gray ledges running horizontally up the face. Where the windows on the other sides of the building can't be scaled, you can nearly reach the top with this concrete wall. At the top, jump up on the balcony and find the broken pillars nearby (marked with an Agility Level 4 orb). Use the broken pillar to jump up and finally reach the absorption platform.



This absorption unit is so high even Cell doesn't bother guarding it. There are no Cell enemies here. Climb up and stand on one of the pads to activate the third beam.

(I)

The final freak lair lies at the heart of the Pit, one long drop from the third absorption unit if you've mastered gliding with your wingsuit. If it is night, freaks surround the place; drop into the hole immediately if you don't want a brawl to break out. Look out for the Cell tactical location to the east: It is heavily fortified, and if you stray in that direction, lots of bullets and explosives will barrage you.

Expect every type of freak imaginable down in the Pit area. Break out your martial arts to clear the space around the beacon long enough to call for the beacon safely and get your bearings. There are so many spawning freaks, you won't be able to clear the whole underground area with your hand-to-hand fighting skills.

A massive freak rushes out as soon as the beacon arrives. Pound it with explosives before it smashes the beacon to bits.

Pounders enter the fray looking to knock you unconscious. Hide behind cars and other obstacles to prevent freaks from charging you or firing at you from range. Return fire when you have the opportunity.

Circle the Pit and launch rockets at any marked freaks you spot. The place will be crawling with them. If you don't move quickly and carry lots of explosive firepower, you can forget about protecting the beacon for long.

Continue the pressure as more and more freaks arrive and attack the beacon. Try to catch more than one freak in your explosions to maximize your efforts and ammo. Homing rockets work better than normal rockets, as they can curve around the debris and follow targets. If you fire with normal rockets, get line of sight, fire, and move out of the way to avoid taking explosion damage.

A second Goliath arrives near the end. Get in tight if you have to and blast it with a relentless rocket barrage. Bring the big freak down before it flattens the beacon. Marked freaks will continue to pour in, but if you've done your job, the beacon will detonate and purge the final freak lair. Alas, the fight isn't over! You still big battles left against Cell and the freaks before Pacific City is safe.

Refinery Mission

MISSION BRIEFING

Mission Name	The Refinery
Location	Hope Springs: North
Recommended Ability Level	
Cell Threat Level	
Freak Threat Level	
Weapon of Choice	Turret Rocket Launcher

A

After you've completed the nine beacon missions, the Agency sends you to rout out the Cell terrorists controlling the Refinery. To complete this next mission and reach the final mission at Agency Tower, you must fight your way through tons of Cell to activate five valves within the Refinery complex.

Begin on the street outside the southern gate and clear the Cell in front of the gate with some well-placed rockets.

B

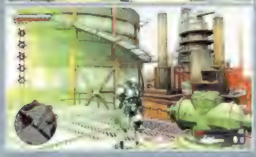
Advance on the southern gate and continue to pound the ground with rockets whenever new Cell reinforcements arrive. In the southwest corner, a pocket of Cell members set up near the abandoned building and they will cause difficulties if you don't remove them before attempting a gate invasion.

The first valve rests atop the pipe above the south gate. Inside the gate, behind the bunkers, Cell defend the area fiercely. Spray the area with rocket blasts or explosives until you've quieted the resistance. Stay alert for Cell exiting the doors in the red brick building to your left; it's a spawn point for the gate and spews out reinforcements regularly.

C

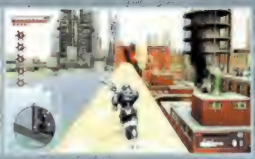
When you have a moment to breathe at the south gate, turn to the alley in front of the red brick building and knock off any Cell creeping down for an ambush. Jump high and fire a barrage on the brick building's rooftop to incinerate any Cell holed up there. Hop up to the rooftop and remove anyone still standing.

Stand under the valve pipe and plan your next move. You can either jump up to the valve pipe and assault the last few guards at close range, or you can flank out to the small pipe at the corner of the brick building to get a better angle on the valve guards.



Jump up on valve pipe for the final step of the assault. If any Cell enemies still hold their positions, fire a rocket at range or switch to your secondary weapon for bullets at closer range. Once all guards are dead, move in to the first valve. Turn it until you activate the valve and the green lights go on.

D

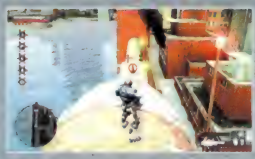


Stay on the pipe as you leave the first valve and follow it as the pipe snakes through the southwest corner. At the last elbow, turn to the north and keep an eye out for new enemies.

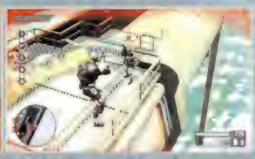
E

The buildings on your right hold ample targets. Cell enemies will assault you from the rooftops and the streets below. When you spot an enemy, line up a rocket shot or toss an explosive to burn out the area. Don't approach the second valve until you've killed all the enemies in the immediate vicinity or you'll get caught in a crossfire.

F

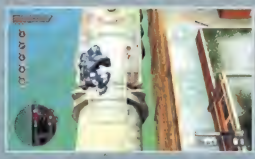
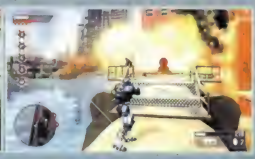


The pipe will dip down just before the second valve. From the top of this dip, unload down on the valve guards. Eliminate as many as you can before you advance. If you do carry an explosive ranged weapon, be careful that you don't clip the pipe as you fire down on them.

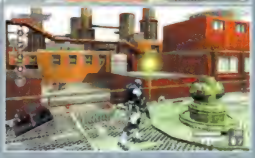


The rear guards are armed with homing rockets. Once they spot you, rockets will lock on to you one after the other. Switch to your secondary weapon, leap down toward the platform, lock onto one of the remaining guards, and spin to follow your target as you drop to the deck. Ideally, you want to drop that target before you touch ground and immediately acquire a second target before a rocket can head your way.

If you need cover, drop over the side into the water, or even better, between the pipe and the nearby wall. You can grab one of the protrusions and hang safely under the pipe as you recover shields and health.

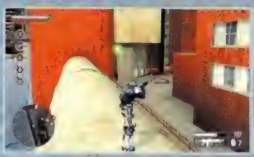



Continue assaulting the second valve with bullets and explosives until resistance dies down.



Survey the area and eliminate any new enemies who have arrived. A sniper locks onto you from the red building's rooftop to the north. Pick him off before activating the second valve.

G

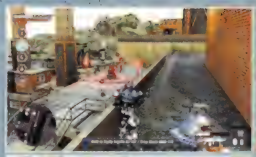


Continue down the pipe until you reach the red brick building. More enemies pile into the courtyard below you, particularly from the doors in the brick building, which serves as another Cell spawn point. Clear the courtyard before proceeding.

If you move quickly, you can avoid the enemies to the south as you advance on the third valve area. In front of you, the second part of the courtyard holds more enemies. Use the explosive barrels to barbecue the Cell enemies who like to hide behind the stationary truck.

In this courtyard, turn to your left and climb the brick building to its rooftop. The third valve is on the opposite side of this building. Traverse across the rooftop, blasting any enemies in sight. You can hide in the doorway to your right if you need to recover shields and health.

H



Peek over the rooftop and aim at the Cell guards below. Throw a grenade below, or leap up and fire a rocket into the middle of them. An explosion or two should singe the platform clear of Cell enemies.

Watch out for Cell agent with a rocket launcher atop the high tower to the east. He will drop rockets on you if you don't snipe him before activating the third valve.

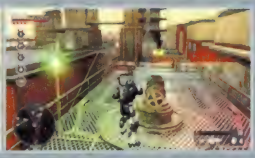
I

Return to the rooftop next to the third valve and continue to the east. Hop the roofs and snipe at any enemy in the distance. When you reach the rooftop north of the fourth valve, hide behind the ductwork and reload.

Step out from your cover spot and mow down Cell enemies who advance on your position.

J

Switch to your explosives. Approach the edge of the roof, which overlooks the guards surrounding the fourth valve. Drop an explosive or two down on the deck to eliminate any threats.

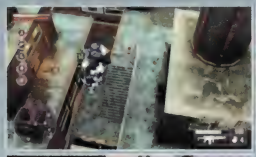


Stay on the move as you cross back and forth on this rooftop, dodging enemy fire from the south. More Cell enemies secure the buildings to the south and it will take some work to clear all the enemies from the area. Once it's quiet, you can descend and activate the fourth valve.

K

Return back up to the north rooftop adjacent to the fourth valve. Take a running start and jump down into the smokestack section to the northwest.

Enemies surround you atop and beside every building. Fire off your explosive weapon to slim down the numbers against you. The grenade launcher and the homing launcher, if you've had a chance to pick up either along the trip, both work well in the area.

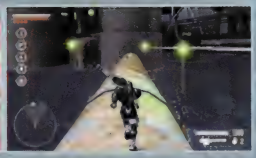


Make the final leap to the last building in the far northwest corner. Shoot any enemies below you and use the smokestack as cover when you land. Circle the smokestack counterclockwise and drill the Cell guards that are ready to take your head off.

L

At the northwest corner of the smokestack rooftop, pick off the lone Cell guard on the platform below. Drop down and fire at any enemies you can nail from range.

The heaviest armored and heaviest armed Cell guards defend the final valve. Once they lock onto you, the explosions and bullets will turn into a nightmare of deadly fireworks. Avoid this by getting the jump on them. Fire off five or six explosive rounds starting at the steps and blasting across the valve platform. You should kill most of them, and the ones that you don't will be stunned. Lock on to any stunned enemy and hit them with your most damaging weapon to keep them from returning fire.



Finally, jump down to the fifth valve and activate it. When the lights turn green, a white pulsing directional beam will shoot out across the northern pipe that leads over the water to Agency Island. Follow the white beam to your final mission inside Agency Tower.

Agency Tower Mission (Final Mission)

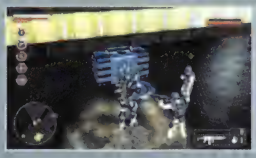
MISSION BRIEFING

Mission Name	Agency Tower
Location	Agency Island
Recommended Ability Level	⬢⬢⬢⬢⬢
Cell Threat Level	⬡⬡⬡⬡⬡⬡⬡⬡⬡⬡
Freak Threat Level	⬡⬡⬡⬡⬡⬡⬡⬡⬡⬡
Weapon of Choice	Proximity Mine

A

You begin the mission to save Agency Tower outside the gates of Agency Island. Follow the white beam from the fifth value in the Refinery until it leads you to the first power core.

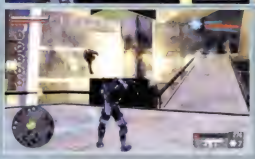
B



Stop for supplies on the landing below the Agency Tower mission start symbol. You can stock up on proximity mines and an assault rifle, among other goodies. If you've brought your own explosive weapon to the fight, so much the better.

C

Reaper Agents will bust through the Agency wall near the first power core and attack the power conduit. Two freaks will land on your platform and immediately attack the core. Throw a proximity mine, or other explosive if you still have some with you from the battle at the refinery, and catch both enemies in the blast.



Glance upward to spot two more freaks up on the higher platforms, one on either side of you. Each has an explosive box on the wall next to them. You can hit each freak directly with a rocket, or spend a few bursts killing the freak with bullets, but the quickest way to finish off each freak is to detonate the explosive box.

If you see no more enemies in your vicinity, climb the first set of ramps. More enemies arrive on the platform above the starting level. Continue to barrage with explosives and bullets, or even switch to hand-to-hand combat if you see an opportunity to kick one over the edge to its death.

On this level you'll also find a mounted rocket turret. If you're running low on ammo, or need some extra firepower, jump aboard the turret and pick off surrounding freaks one explosion at a time.

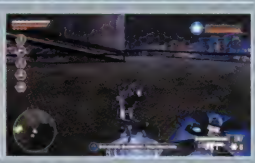
To speed up your kills, continue to aim for the explosive boxes whenever you can. Each time you clear a platform, climb up the ramps if you notice marked freaks that aren't in your line of sight.

As you wipe out the attackers, the freaks will get wise to you. Reapers will begin to land near you to grapple and stun you. Martial arts or a few gun bursts will destroy them (not explosives at that close range!), but engaging them slows you down. Better to avoid them and only take out the marked freaks as you run from platform to platform. Keep enough marked freaks from attacking the core and you'll save the first power conduit.

TIP

If a power core is nearing full charge and has plenty of armor left, forget about the freaks in the area and race for the next area. You will still save the power core and get a head start into the next area.

D

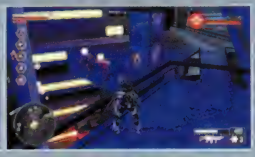


Once you save the first core, or have it under control and can leave the area without fear of the core armor depleting, run to the second power core. Follow the "Level 2" hexagon symbols on the floor to reach the area. If you fall off the ramps at any time, you can also jump on one of the purple vault hexes to catapult back to the area you need. Be sure to restock on the level below the starting platform, including swapping out the Assault Rifle for the Machine Gun if you're low on ammo.

Race up to the platform in front of the large, white "2" on the power core. Wait for the second attack from the freaks. They will bust through the wall on the right side (when you're facing the power core) and enter on the lower level (where you visited the supply crates). Fire an explosive shot or toss a proximity mine down on the first freak that you see. The explosion might catch more than one in the blast.

As with the first power core attack, freaks will jump up to your platform and the platforms above you. Use your explosives to incinerate the two freaks in front of you, so long as you're standing at the back of the platform and don't get caught in the blast.

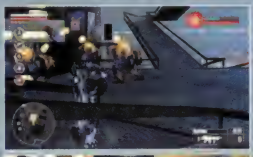
Continue moving up ramps and as you run toss proximity mines onto the closest targets. If a grenade is out of the question, either because it's too far to be accurate or too close and too risky, stop and pull out your primary weapon to drill the freaks in the back. The freaks are more vulnerable if you hit them in the yellow part of their back, rather than the thicker armor around the rest of their body.



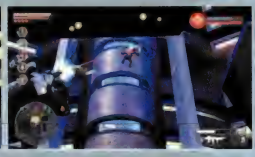
If you can't lock onto any targets, continue up the ramps and search out the higher freaks. Remember to aim at the explosive boxes; you may consume two freaks in a single blast, and you also save valuable ammo by relying on the existing explosives.

Pick off the remaining marked freaks to save the second power core, or destroy at least enough freaks that you can move to the third power core without fear that the second power core will be destroyed when you leave. Watch for the large charging freaks that seek to stun you. Jump up to higher ramps or platforms to avoid them.

Follow the "Level 3" signs to reach the final power core. If you reach the area early, stock up on supplies. If not, get out your gun and start blasting. Depending on how much time has elapsed, you may have to toss the rest of your explosives quickly to reduce the number of freaks already smashing the power core.



Repeat your proven tactics and eliminate the marked freaks one by one. Rely on explosives first to take out freaks rapidly, then switch to your primary weapon to eliminate any others. Blasting a few explosive boxes will even the odds in no time flat.



The freaks will make one last charge at the power core, sending freaks on a suicide mission to smash the core directly. The core armor goes down quickly with these beasts pounding on the frame. Run your weapon fire up the columns on either side of the core and blast every explosive box you can lock onto in the remaining seconds. The series of explosions should blow most of the freaks off the core, leaving you to clean up any still clinging with your rockets or automatic weapon fire.

Successfully defend the third power core and you save Agency Tower. You've beaten the last of Cell at the Refinery, and now you've bested the last of the freaks on your home turf. The Agency lives to protect Pacific City, and you lead the way with exploits worthy of the history books. Maybe it's time to ask for a raise?

HOPE SPRINGS
GREEN BAY

PACIFIC CITY

For zoomed-in maps and detailed descriptions of every orb location, flip to the "Orb Collection" chapter beginning on page 52.

ORB COLLECTION

I just need this one more agility orb ... oh, wait. What about that one over there?

Don't worry if you're addicted to hunting down orbs: It's one of the most fun, and challenging, parts of the game. Who doesn't want to climb to the heights of skyscrapers to boost their Agility, or punch through a mass of freaks to reach a special hidden orb, or gun it down side alleys, chasing a flashing, renegade driving orb? As you collect orbs, your abilities raise and you become that much more superhuman.

Each of the following map districts is organized by geographic location and orb categories. We start with a global map of the district detailing all the orbs, a Pacific City map (which shows where in Pacific City this smaller district is located), and a key explaining all the map symbols. Generally, the map sections are divided into six categories: Level 1 agility orbs, Level 2 agility orbs, Level 3 & 4 agility orbs, hidden orbs, online orbs & audio logs, and renegade orbs. Simply flip to your district, turn to the orb category you want to find, look up the picture of the hotspot to begin your hunt, and read through all the steps involved to capture all similar orbs in the surrounding area.

Of course, feel free to deviate from any chain if you can reach even greater orbs. Our districts are written for the appropriately skilled player, so, for example, instructions for getting Level 1 agility orbs will assume you have just started out, while Level 5 agility orbs require a Level 5 Agility to successfully navigate the orb chains. However, if you have an even greater Agility than the average player normally does in that district, climb to the highest building in sight, scan around for the best orbs and work your way down to fetch them all. Remember, it's much harder to go up, so plan your descent to maximize orb collection.

Use whatever is on hand to aid your orb hunting. Your normal Agility may not enable you to reach a rooftop; however, if you drive a truck next to the roof and jump on it as a stepping stone to reach your destination, you may get to higher level orbs and boost your Agility that much more. It's also a very good idea to clear out tactical locations and absorption sites before you tackle difficult orbs. Sure, collect as many orbs as you can on missions, but you don't want a dozen enemies gunning for you as you foolishly climb a building searching for the next agility orb.

At the start, it only takes 10 Level 1 agility orbs to vault up to Level 2 Agility, but it quickly becomes harder and harder. Keep practicing your timing on long jumps, positioning as you climb, and learn to spot what handholds will work and which will drop you to the ground. Whenever you're stuck, flip open this chapter to your current city block and dozens of orbs will be yours in less time than it took you to drive there.

TIP

Pressing up on the Dpad will ping the orbs in close proximity on your mini map. And the higher level you are, the more effective this tool becomes.

HOW TO FIND THE ORBS

For orb hunting purposes, we've broken down Pacific City into 14 geographic districts. Each district is organized in alphabetical order as follows:

1. Agency Tower
2. Green Bay: East
3. Green Bay: North
4. Green Bay: South
5. Green Bay: West
6. Hope Springs: East
7. Hope Springs: Islands
8. Hope Springs: North
9. Hope Springs: South
10. Hope Springs: West
11. Unity Heights: Northeast
12. Unity Heights: Northwest
13. Unity Heights: Southeast
14. Unity Heights: Southwest

As you progress through missions, you will start off in Hope Springs (typically Level 1 and Level 2 Agility) and most likely tackle Green Bay (Level 3 Agility) and then Unity Heights (Level 4 and Level 5 Agility). At any point, you can return to Agency Tower to collect orbs, but be forewarned that you'll need Level 5 Agility to reach the top.

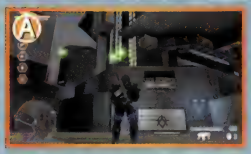
AGENCY TOWER

- Agility Orb 1
- Agility Orb 2
- Agility Orb 3
- Agility Orb 4
- Hidden Orb
- Renegade Agility Orb
- Renegade Driving Orb
- Story Orb
- Online Orb
- Hotspot

NOTE

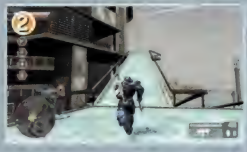
Before you can truly begin collecting orbs at Agency Tower, you must activate all mission beacons to complete the additions to the Tower, and you need Level 5 Agility to ascend to the top. Use the following climbing tutorial to gain the upper reaches of Agency Tower, and from there you can progress down to gather orbs. You can also operate one of the Agency helicopters to reach the top of the Tower.

Climbing Agency Tower

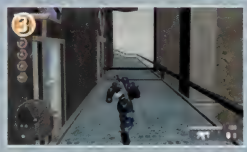


Begin at the large door on the southeast corner of Agency Tower. Above the door is a network of ramps that wind along the east side of Agency Tower. South of the door, a wall runs from the base of the tower to the main gate.

Use the wall at the base of the tower to climb above the door. Jump to the low platform above you. Face north and jump up to the ramps that run along the east side of Agency Tower.



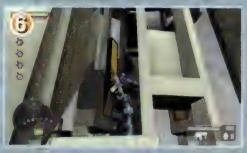
Make your way to the top of the ramps. The last two ramps lead to the north and south sides of the tower. Face north and take the ramp up to the platform above.



Follow the platform around to the north side of Agency Tower. There is a narrow walkway that leads to another network of ramps. Jump across the railing and continue up the ramps on the west side of the tower.

Head up to the top of the ramps. Once again, the last two ramps split at the top level. Face the platform to the south. There is a duct that runs above the platform to the base of Agency Tower's west spire.

Head up the ramp and climb onto the duct. Make a running leap south to the base of the spire. As soon as you land, jump up to avoid slipping off. Land safely in the center of the arch on the west side of the spire.



Face east and make a running leap to the platform past the spire. There are two short columns on the platform. Climb onto a column using the beam that runs from the platform's north side. Face the large column to the north, near the center of Agency Tower.

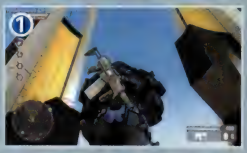
Make a running leap across to the large column. Grab onto the ledge and pull yourself up. Climb straight up the column to the solar panel above. When you reach the top, look up to the platforms circling above you.

Face south and jump up to the platform above you. Circle around the tower until you are directly under another platform. Make a steered jump to grab the inside ledge of the platform above you. Repeat until you reach the top of the platforms.

Circle around the platform to the west spire of Agency Tower. Jump along the edge of the spire to reach the top.

Face east. From this position, the beacon ring above Agency Tower is only a leap away.

Jump across to the beacon ring above Agency Tower. There is a small platform above the ring. The beacon ring is surrounded by three large solar panels. Each solar panel is suspended between two columns.



Jump up to the platform above the beacon ring and move to the solar panel on the south side of Agency Tower. Jump up to the ledge at the base of the panel and face north. The two remaining solar panels are on either side of you.

Make a running leap to the base of the panel to the west. Face east and make a running leap to the last panel. When you land, face back to the panel on the west side of Agency Tower.

Make a running leap to the top of the solar panel. Face south jump across to the next panel. Finally, make a running leap to the top of the solar panel on the east side of Agency Tower. Face west to the columns across the Tower.

Make a running leap west to the lowest column. Face north and jump to the top of the next column. Continue to jump from each column and work your way around to the top of the column, high above Agency Tower.

NOTE

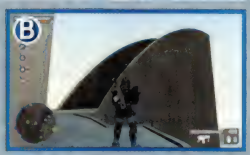
There are only Level 4 agility orbs on Agency Tower.

Level 4 Agility Orbs

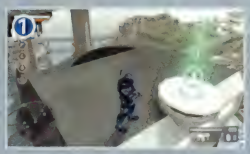
Following the Agency Tower climbing tutorial, move to the solar panels above Agency Tower.

Climb to the panel on the east side of Agency Tower. Turn around and face the solar panel on the west side of the tower. Line yourself up with the column on the south edge of the solar panel.

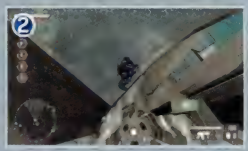
Make a running leap across Agency Tower and grab the Level 4 agility orb at the top of the column.



Following the Agency Tower climbing tutorial, climb to the top of Agency Tower and circle around the platforms to the tower's west spire.



Climb up to the top of the spire and collect the Level 4 agility orb from the edge. Turn around and drop down through the hole in the center of the spire. Climb down the inside of the spire.



When you reach the bottom of the spire's open area, face north and jump to the platform near the ledge. There are two orbs below the platform.

Jump down and grab the Level 4 agility orb from the solar panel near the center of Agency Tower. Face south and jump down to collect a second Level 4 agility orb at the base of the spire.

Hop down and move around to the north side of the spire. Head west to the platform at the edge of Agency Tower.

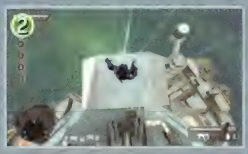
Jump down to the platform and face south. Collect the Level 4 agility orb from the white structure in front of you.

Face north and jump back up to the platform. Jump up to the duct above and follow it around the side of the tower.

When you reach the end of the duct, jump across and grab the Level 4 agility orb on the west side of Agency Tower in front of the "3" sign.

Following the Agency Tower climbing tutorial, climb up to the platform that runs near the top of Agency Tower's north spire.

Jump up and collect the Level 4 agility orb from the north edge of the spire.



Face north and jump down to the white structure below to grab another Level 4 agility orb.

Hop down from the north side of the structure and land on the level below. Hang from the north edge of the platform and drop down one more level. Pull yourself up and grab the Level 4 agility orb from the ledge.

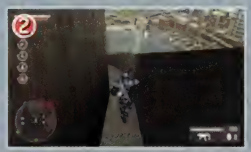
Face south and jump down to the beam connecting the east side of the white structure to the Agency Tower spire. Look down and locate the duct below.

Hop down to the base of the spire. Move around to the ledges on the east side of the spire and climb down to the duct. Follow the duct around the side of the tower.

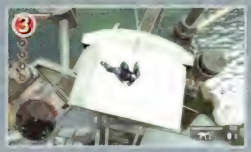
When you reach the end of the duct, jump across and grab the Level 4 agility orb from the east side of Agency Tower.

Following the Agency Tower climbing tutorial, climb to the platform near the top of Agency Tower's east spire.

Jump along the edge of the spire to reach the top and grab the Level 4 agility orb.



Move to the southwest edge of the spire and drop down to the stairs below. Follow the stairs down to the front of the spire.



Jump across to the white structure to the southeast and collect the Level 4 agility orb from the edge.

Drop down the side of the structure and grab the Level 4 agility orb from the ledge below.

Move to the west side of the structure and jump onto to the duct ahead. Follow the duct around the south side of the tower.

When you reach the end of the duct, jump across and grab the Level 4 agility orb from the south side of the tower in front of the "2" sign.

Hidden Orbs

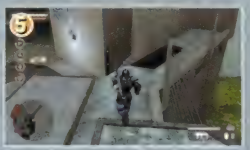
Move to the main entrance to Agency Tower.

Move east. Jump up and run along the wall that runs around Agency Tower.

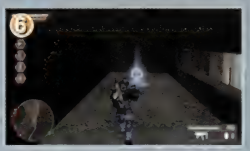
Follow the wall north and grab the hidden orb as you pass through the corridor.

Make your way to the northeast corner of the wall. Follow the walkway to the building above the water.

Follow the walkway around to the hidden orb on the north side of the building.



Circle around the building and move back to the wall. Follow the wall west to a small set of stairs.



Jump down to the stairs and collect the hidden orb at the end of the corridor.

Face east and head back up to the wall. Face south and hop down to the training area below. Continue south and jump over wall to the next area.

When you land, face west and head into the center of Agency Tower.

Jump down into the small area beneath the north spire and face south. Collect the hidden orb inside Agency Tower.

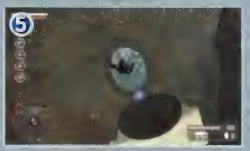
Following the Agency Tower climbing tutorial, climb up to the solar panels above Agency Tower.

Make your way to the top of the solar panels and face west.

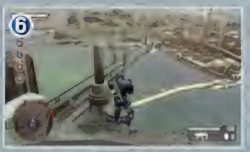
Jump across to the column. Jump up to each column as you circle around Agency Tower.

Collect the hidden orb on the last column, high above Agency Tower.

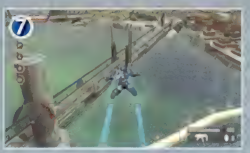
Face south and jump off of the column. Use your wingsuit to slow your momentum and steer toward the large, gray tube north of the holding pens.



Pass through the tube to the cavern below and land in the giant toilet. (This also earns you the Pebble Dash Achievement if you opt to not use your wingsuit!) Collect the hidden orb from the water at the bottom of the cavern.

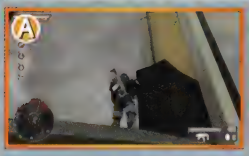


Jump onto the purple vault hex and exit the cavern. Circle around to the south side of the tube.



Jump off of the tube and activate your wingsuit. Make your way to the bridge that connects Agency Tower to Hope Springs.

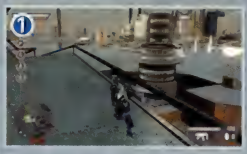
Fly toward the column on the west side of the bridge. Glide down and grab the hidden orb at the top of the column.



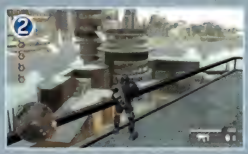
Following the Agency Tower climbing tutorial, climb up to the solar panels above Agency Tower.

Make your way to the top of the solar panels. Collect the online orb from the top of the panel on the east side of Agency Tower.

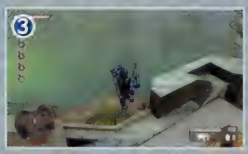
Move to the main entrance near the east spire of Agency Tower.



Climb up to the ramps on the east side of Agency Tower and move north.



When you reach the north edge of the walkway, face east. Locate the round building on the northeast corner of the wall.



Jump down to the rooftops below and hop onto the wall on the north edge of the island.

Follow the wall around the north side of the round building to engage the agility renegade orb on the walkway above.

Circle around the building to chase the orb to the buildings south of the wall.

Jump down to the rooftops and hop up to the walkway on the west side of the large, brown building.

Follow the walkway around to the south side of the building and face west. The renegade orb is holding its position above a small, gray building.

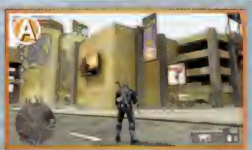
Make a running leap to the small, brown building just east of the orb.

As soon as you land, make a running leap north to catch the agility renegade orb as it retreats over the rooftops.

GREEN BAY: EAST

Agility Orb 1
Agility Orb 2
Agility Orb 3
Agility Orb 4
Renegade Agility Orb
Renegade Driving Orb
Hidden Orb
Story Orb
Online Orb
Hotspot

Level 1 Agility Orbs



Move to the east side of the yellow Pacific Parking structure. The structure bridges over the street. Ledges run up the sides of the building.

Climb the ledges east of the entrance. Use steered jumps to reach the top of Pacific Parking structure. Face west. There is a billboard on the roof above the entrance.

Head west and climb up to the base of the billboard. Jump up to the supports on the back of the billboard. Face west to jump across to the round platform to grab a Level 1 agility orb.

Continue west and jump down to the roof of the Pacific Parking structure. Move south to the edge of the rooftop. Locate the billboard on the small rooftop below.

Jump down to the roof below. Use the air conditioning unit to reach the top of the billboard. Collect the Level 1 agility orb and face north.

Climb back to the top of the Pacific Parking structure. Follow the ledge to the southeast corner of the rooftop. There is long rooftop below you.

Jump down and cross to the door at the end of the rooftop. Jump up and grab the Level 1 agility orb above the door.

Face east and jump down to the street below. Continue east across the street. There are several apartment buildings above a long, orange wall. Locate the stairs below the red, brick building.

Take the stairs up to the red building. Use the neon sign on the side of the building to reach the rooftop above. Use the skylight to reach the top of the billboard and collect another Level 1 agility orb.

Move to the lot east of the scorpion sculpture. There is a set of stairs that runs along the wall under the scorpion.

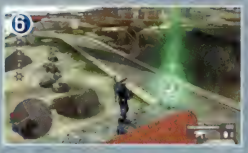
Take the stairs up to the level above. Move onto the rooftop east of the stairs. The freeway runs overhead. A brick building is to the east. A ventilation duct runs up the west side of the brick building.

Move east to the brick building just past the rooftop. Use the ventilation duct to climb to the top. Collect the Level 1 agility orb at the top of the building.

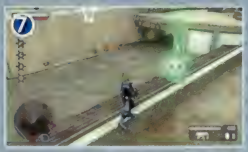
Climb down the east side of the building and continue to the street past the chain-link fence.

Head east across the street and drop down to the area below. Face north and locate the red building near the water.

Move to the south side of the building. A set of stairs runs up to a covered walkway. There is a large, red structure on the south side of the rooftop.



Move up the stairs and climb up to the rooftop of the red building. Jump to the top of the covered walkway and make a running leap to the red structure on the south side of the building. Grab the Level 1 agility orb.



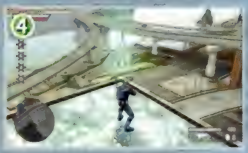
Face north and drop back down to the rooftop. Cross to the south side of the main building. Climb up the side of the building and collect the Level 1 agility orb from the west side of the rooftop.

Move to the intersection west of the large scorpion sculpture. There is a hotel on the northeast corner of the intersection. Pink and yellow signs are mounted on the sides of the hotel. Ledges run up to the rooftop.

Jump up to the ledges on the south side of the hotel. Use the ledges and signs on the side of the building to reach the rooftop above. Collect the Level 1 agility orb from the south side of the hotel.

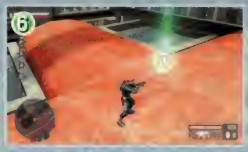
Move to the ramp on the north side of the rooftop. Cross over the ramp to the next building to grab another Level 1 agility orb from the rooftop's west side.

Face east. Follow the ramps along the buildings until you reach the end of the rooftops. There is a large ramp that leads up to the north. A smaller ramp runs south to the next building.



Take the ramp to the south. Follow the ramps to the end of the rooftops and collect the Level 1 agility orb from the ledge.

Face north and head back up the ramps. When you reach the base of the large ramp, collect the Level 1 agility orb from the east side of the rooftop.



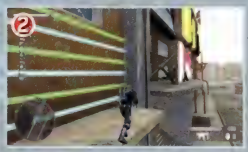
Move to the north side of the rooftop. Stand east of the large ramp and jump down to the red canopy below. Collect the Level 1 agility orb and climb back up to the large ramp.

Follow the large ramp north. Climb up to the rooftop near the top of the ramp. Collect the Level 1 agility orb from the northeast corner of the rooftop.

Move to the west side of the rooftop. Jump down to the ramp below. Follow the ramp west and move past the absorption unit above. Collect the Level 1 agility orb from the west side of the rooftop.

Move to the police station north of the Pacific Parking structure. There is a blue and brown building on the northeast corner of the intersection. Several brown ledges run along the sides of the building.

Jump up to the ledge on the west side of the building. Face south and follow the ledge behind the sign on the southwest corner of the building.

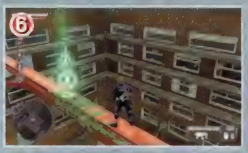


Turn the corner and follow the ledge along the south side of the building. Hop across the gaps in the ledge until you reach the sign with a large, pink star.

Climb up the front of the sign. Jump along the top point of the star to collect the Level 1 agility orb above. Hop onto the rooftop just north of the star.

Climb up to the brown section of the building to the west. Continue to the blue section of the building. Jump onto the ledges on the south side of the building and climb to the top. Grab the Level 1 agility orb on the southeast corner of the rooftop.

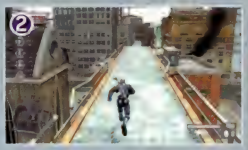
Move to the north side of the rooftop and jump down to the walkway below. Follow the walkway north to collect another Level 1 agility orb at the end of the next rooftop.



Face south and cross back over the walkway. When you reach the end of the walkway, face east. There is a red beam below. Jump over the ledge and collect the Level 1 agility orb from the center of the red beam.

Move to the street west of the church. There is an orange, brick building on the east side of the street.

Move to the southwest corner of the building and climb up to the low roof.



Face north and climb to the top of the building. A metal walkway runs from the east side of the rooftop to another orange, brick building. Hop onto the walkway and move across to the next building.

When you reach the end of the walkway, move to the east side of the rooftop. Jump onto the white tank and grab the Level 1 agility orb.

Jump back over to the walkway and face north. Jump across to the church window. Climb up to the top of the roof.

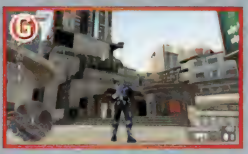
Make your way north across the broken rooftop. When you reach the other side of the roof, make a running leap to the ledge on the southwest corner of the building.

Face north and jump up to grab hold of the steep roof above you. Jump along the roof to keep from slipping down. When you reach the top, grab the Level 1 agility orb at the west end of the rooftop.

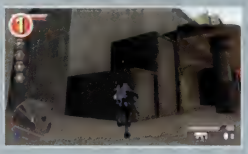
Move to the shopping center west of the Pacific City Bank. There is a large, neon sign on the east side of the shopping center. A blue walkway runs south above the street.

Head up the stairs into the shopping center and face north. Move across the brown tiles to the round platform just north of the narrow tunnel.

Jump up to the platform and climb up the east side of the building. When you reach the next level of the shopping center, face north. Climb up to the billboard on the northeast corner of the building and grab the Level 1 agility orb.

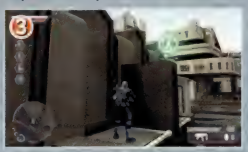


Move to the courtyard on the north side of the Pacific City Bank.



Use the blocks at either side of the entrance to climb to the level above.

Climb up the south side of the bank until you reach the balcony with four doors separated by black columns.



Climb up from either side of the doors and collect the Level 1 agility orb from the column at the center of the bank.

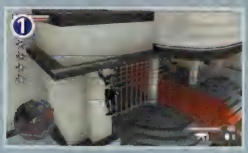
Face south and hop across to the walkway in front of you. Follow the walkway around the west side of the bank. Collect the Level 1 agility orb from the ledge at the southwest corner of the bank.

Climb down to the street and move to the broken, blue and white sign south of the bank.

Climb up the sign. When you reach the top of the sign, jump across to the ledges on the side of the building. Climb up and grab the Level 1 agility orb on the top ledge.

Face north and drop down to the rooftop below. Move to the east edge of the rooftop and jump across to collect the Level 1 agility orb from the north edge of the next building.

Move to the club east of the Royal Vista hotel. A red carpet leads up to the club. There is a large sign above the main entrance.



Climb up the columns at the side of the entrance. Pull yourself up and jump up to the sign above.

Jump up and grab the Level 1 agility orb from the top of the sign. Face north and jump down to the patio.

Follow the patio around to the north side of the building. There is a canopy on the patio behind the club.

Climb through the hole in the center of the canopy and collect the Level 1 agility orb above.

Move to the east side of the Royal Vista hotel. There is a billboard on the east side of the street.

Move to the billboard and hook around behind it. Climb up the back of the billboard to collect the Level 1 agility orb above.

Move to the south side of the Royal Vista hotel. A small sign is mounted on the front of the hotel awning, just above the curb.

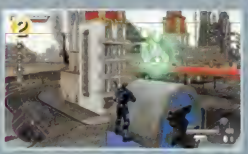
Hop up onto the curb and jump up to the ledge above. Move around to the side of the awning and climb up to the top.

Use the letters of the sign to grab the Level 1 agility orb at the front of the hotel.

Move to the small sign on the south side of the awning. Climb up and collect the Level 1 agility orb above.

Move to the east side of the gas station near the Royal Vista hotel. There is a small building south of the blue canopy. A chain-link fence is attached to the southeast corner of the building.

Use the chain-link fence to climb onto the building. Jump across to the gas canopy and face east.



Jump from the canopy to the gas station sign. Climb to the top of the sign and grab the Level 1 agility orb.

Drop to the ground and move east to the stairs across the street. When you reach the top of the stairs, face north and climb onto the red canopy over the walkway. Continue across the canopy toward the Royal Vista hotel.

When you reach the end of the canopy, face west. Jump across to the light fixture on the side of the building. Jump up to the ledge and face east. Climb up and collect the Level 1 agility orb from the structure on the south side of the hotel.

Face north and jump across to the rooftop in front of you. Cross to the north side of the rooftop and look down. There are five walkways leading to the north half of the hotel.

Jump down and head north over the walkways. Climb the blue beams at the edge of the rooftops to collect another Level 1 agility orb.

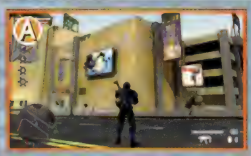
Drop back down to the rooftop and head east. Climb the rooftops to the northeast corner of the Royal Vista hotel. Collect the Level 1 agility orb from the ledge.

Move to the bridge that runs between Green Bay and Hope Springs. Head east to the red arch near the center of the bridge.

Jump onto the red arch and move east toward the top.

When you reach the top of the arch, drop down to the white beam that runs above the bridge. Collect the Level 1 agility orb from the center of the beam.

Level 2 Agility Orbs



Move to the street east of the Pacific Parking entrance.

Climb up the side of the platform and collect the Level 2 agility orb above.

Use the ledges east of the entrance to reach the top of the structure. When you reach the top, move to the ramp on the east side of the rooftop.

Climb down to the ground and move east. Locate the large, gray building across the street. There are red bricks at the base of the building. Several long balconies are attached to the wall above.

Head up the ramp and follow the path to a round platform at the end of the rooftop.

Climb the windows on the south side of the building to reach the balconies. Hop across to the balconies and climb to the top of the building. Face north. There is a large antenna on a rooftop structure.

Climb onto the dish on the south side of the antenna. Face west and jump up to the pole above you. Climb to the top of the antenna and grab the Level 2 agility orb.

Move to the row of buildings east of the police station. One of the buildings has a sign with a large pink star.

Move to the small, brown building east of the pink star. Jump up to the windows on the south side of the building. Hop across to the ledge of the yellow building east of the windows.

Use the ledges to climb to the top of the yellow building. Face east and move to the large sign at the edge of the rooftop.

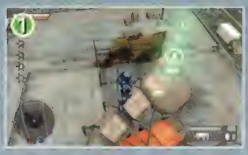
Climb up the back of the sign and grab the Level 2 agility orb above.

Drop back down to the rooftop and face west. Move across the rooftop until you reach the ledges running around the blue and brown building.

Climb up the ledges on the brown section of the building. A white tank is on the west side of the building.

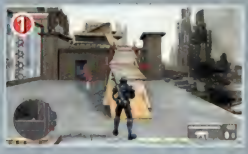
Move to the white tank and climb up. Collect the Level 2 agility orb from the top of the tank.

Move to the building with the large scorpion sculpture.



Climb up the west side of the building and hook around to the back of the scorpion. Jump up and grab onto its rear leg. Climb up and collect the Level 2 agility orb on top of the scorpion's tail.

Move to the row of buildings north of the large scorpion sculpture. A narrow, gray building stands next to the blue and red building at the east end of the block.



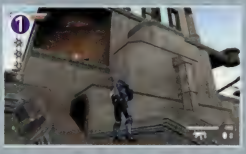
Climb up the south side of the narrow, gray building. When you reach the top, face east and climb to the roof of the blue and red building in front of you. Cross to the ramps on the east side of the rooftop.

Follow the ramps over the buildings until you reach the base of a large ramp. Face west and take the smaller ramp across to the next rooftop.

When you reach the end of the ramp, face south. There is another ramp leading up to the next rooftop.

Follow the ramp south to the top of the building. There is a small, gray structure at the end of a red rooftop. Collect the Level 2 agility orb from the top of the structure.

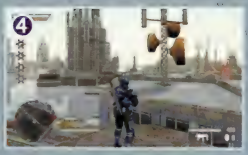
Move to the red building on the west side of the Pacific City Bank. The entrance is on the west side of the building. There are windows on both sides of the entrance.



Climb the windows north of the entrance to reach the top of the red building. Face east. There is a small set of stairs leading to the side of the bank. Three platforms lead up to the windows on the west side of the bank.

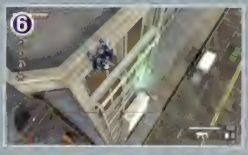
Climb up to the windows and follow the walkway to the southwest corner of the bank. Face east. A black awning covers the walkway on the south side of the bank.

Jump onto the awning and collect the Level 2 agility orb on the south side of the Pacific City Bank.



Drop back down to the walkway and move to the northeast corner of the bank. Hop up onto the corner of the ledge and face east. There is a large antenna on top of the blue building in front of you.

Make a running leap to the base of the antenna. Climb up the west side of the antenna and jump onto the dish to the south. Climb up to the top of the antenna and grab the Level 2 agility orb.



Drop back down to the rooftop and move to the east side of the building. Hop over the ledge and climb down the side of the building to collect another Level 2 agility orb.

Move to the shopping center west of the Pacific City Bank. Boards cover the windows at the base of the building. There is a sign on the southeast corner of the shopping center.

Jump up to the base of the sign on the southeast corner of the building. Make a steered jump to reach the top of the sign. Pull yourself up to the blue, glass rooftop above.

Climb the window above the glass rooftop to reach the next level of the building. Follow the walkway around to the northeast corner of the building and face west. Stairs lead up to the top of the building.

Follow the stairs to the top of the building. There is a large, white tank in the center of the rooftop. Jump up and climb to the top of the tank to collect a Level 2 agility orb.

Hop down from the tank and move to the walkway on the rooftop's south side. Follow the walkway over the street to the next building.

When you reach the end of the walkway, face east. Jump onto the billboard and run across to the next rooftop. Move to the northeast corner of the building. Jump down and grab the Level 2 agility orb on the sign below.

Move to the south side of the shopping center, on the street between the church and the bank. There is a gray building on the northwest corner of the intersection.

Climb the windows on the east side of the building to reach the rooftop above. Move west and jump onto the air conditioning unit. Make a running leap to the next rooftop. Stairs run up to the west side of the building.

Go up the stairs. When you reach the top, face north. Climb up to the covered walkway at the top of the building. Climb to collect the Level 2 agility orb above end of the walkway.

Face south and move to the corner of the walkway. Move east along the top of the walkway. Locate the gray structure off the north side of the walkway. Jump across and collect the Level 2 agility orb from the top of the structure.

Jump back across to the top of the walkway. Face west and follow along the top of the walkway to the next building. There are two small rooftops at the end of the covered walkway.

Climb the two small rooftops and face south. Jump up to the top of the building and grab the Level 2 agility orb at the southwest corner of the rooftop.

Move to the northwest corner of the building. Face west to the building below.

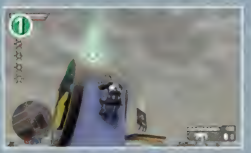
Make a running leap to the rooftop below. Jump onto the sign on the west side of the building to collect another Level 2 agility orb.

Move to the large hole on the east side of the church. There is a red, brick building to the south.

Use the windows on the north side of the red building to reach the top. Face north. Locate the steeple at the top of the church.

Jump across the top of the church and stand at the base of the steeple. Jump up and grab side of the steeple. Hop up and quickly jump up the side of the steeple to collect another Level 2 agility orb.

Move to the street on the west side of the gas station. There is a sign near the street, on the southwest corner of the station.



Head east to the gas station and jump onto the building just past the sign. Turn around and jump up to the east side of the sign. Grab the Level 2 agility orb and drop back down to the ground.

Run under the gas station's canopy and move to the southwest corner of the Royal Vista hotel. Balconies run up to the top of the building.

Climb up the balconies on the southeast corner of the Royal Vista. Jump from the top balcony to the red structure above. Climb up the corner of the red structure and grab the Level 2 agility orb above.

Jump down to the top of the hotel. Run east across the hotel to a second red structure.

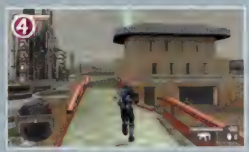
Climb up the southwest corner of the red structure to collect another Level 2 agility orb.

Move to the tunnel that runs under the Royal Vista hotel. There is a small, blue and white building east of the tunnel entrance.

Move to the base of the blue and white building. Climb up the windows on the white section of the building. When you reach the top of the windows, jump to the blue ledges that run along the building's north side.

Climb up to the top of the building and grab the Level 2 agility orb. Face north.

Make a running leap to the southeast corner of the large building in front of you. Use the windows to climb up the side of the building. Hop up to the base of the highest window and jump to the rooftop above. There is a red walkway to the north.



Jump onto the walkway and travel east to the next building.

When you reach the east side of the walkway, climb to the top of the building and collect the Level 2 agility orb above. Face south.

Jump down to the wide, orange ledge that runs along the west side of the building. Collect the Level 2 agility orb at the south end of the ledge.

Face east and hop down from the ledge. Cross to the east side of the building and jump down to the walkway below. Follow the walkway east, over the street. A small hotel is just south of the walkway.

When you reach the end of the walkway, face south and jump across to the hotel. Climb onto the sign on the west side of the building and grab the Level 2 agility orb.

Hop back down to the roof of the hotel. Face north and jump back to the walkway. Continue north and climb to the top of the building in front of you. When you reach the top, collect the Level 2 agility orb from the north side of the rooftop.

Move to the club east of the Royal Vista hotel.

Climb up to the outdoor patio that runs around the back of the club.

Climb onto the canopy behind the club and face west.

Make a running leap to the roof of the club. Collect the Level 2 agility orb and face south.

Jump down to the ground and move south. Locate the walkway that runs along the side of the street. Enter the walkway just past the large rock.

Follow the walkway and watch the buildings to the east. Look for the large, white tank on the roof of one of the buildings.

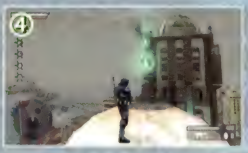
Jump down from the east side of the walkway and climb up to the roof of the building. Collect the Level 2 agility orb on top of the tank.

Move to the gray building north of the Pacific City Bank. The building is divided into two sections. The upper levels of the two sections are connected by short walkways.

Climb the windows near the northeast corner of the building to reach the ledge above. Move to the stairs on the north side of the building.

Follow the stairs as they wind up the north side of the building. When you reach the end of the stairs, hop onto the ledge and jump up and to the windows above. Climb up to the water tower on the rooftop's northeast corner.

Climb up the side of the water tower to collect a Level 2 agility orb from the top.



Hop back down to the rooftop and face south. Make a running leap across to the other half of the building. Climb up the water tower in the southwest corner of the rooftop to collect another Level 2 agility orb.

Level 3 & 4 Agility Orbs

Move to the east side of the police station. Locate the tall, gray section of the building west of the entrance.

Climb over the entrance and move to the gray section of the police station.

Climb up the east side of the gray section to reach the antenna at the top.

Hook around to the west side of the antenna and jump up. Jump around the antenna's attachments to collect the Level 3 agility orb at the top.

Drop down and move to the north side of the rooftop. Hop onto the ventilation duct and move north to the next section of the building. Climb up to the blue section of the police station.

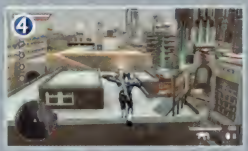
Climb up to the large antenna in the center of the building. Hop onto the ledge on the rooftop's north side and jump onto the dish. Jump up to grab the bar above you. Hop up and grab the Level 3 agility orb on top of the large antenna.

Move to the brown building west of the large scorpion sculpture. A set of stairs runs along an orange wall on the west side of the building.

Jump onto the orange wall and climb up the west side of the brown building. A large, white tank is near the ledge. Balconies run along the west side of the building.

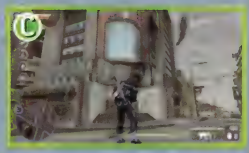
Climb up the balconies to the top of the building. Pull yourself onto the ledge and face north. Climb up the brick structure in front of you and collect the Level 3 agility orb on the north side of the building.

Climb down back down to the ground and head north to the large, yellow building across the street. Long, black ledges run along the side of the building.



Climb up the ledges on the south side of the yellow building. Run to the north side of the rooftop and leap across to the next building.

When you land, move to the billboard at the southeast corner of the rooftop. Climb up the back of the billboard and collect the Level 3 agility orb at the top.



Move to the intersection west of the bank. The building on the southeast corner of the intersection has red and blue tiles around its main entrance.

Move to the entrance and jump up to the ledge that runs down the west side of the building. There are gray, brick columns at the south end of the ledge.

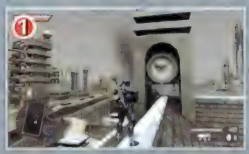
Jump onto the gray columns and climb the widows up the side of the building. When you reach the top of the windows, make a steered jump to the rooftop north of the windows.

Move to the northwest corner of the rooftop. Hop over the ledge and collect the Level 3 agility orb above the building's entrance.

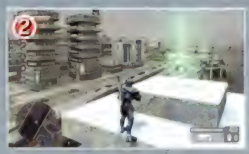
Drop back down to the street and face east. Jump over the wreckage in the street and head to the blue and white building east of the bank.

Climb up the windows on the south side of the building to reach the top. Climb the billboard at the southeast corner of rooftop to collect another Level 3 agility orb.

Move to the ferry terminal on the east coast of Green Bay. There is a clock tower at the center of the large, blue building.



Climb up the west side of the building. When you reach the roof, move around to the south side of the clock tower.



Climb up the side of the clock tower and collect the Level 3 agility orb from the top.

Move to the southwest corner of the shopping center west of the bank. There is a gray building covered with windows on the west side of the shopping center.

Climb up the south side of the gray building. Follow the windows all the way up to the top of the building. Collect the Level 3 agility orb from the southwest corner of the rooftop.

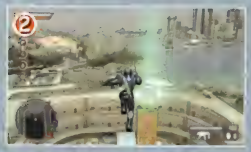
Move to the tunnel entrance south of the Royal Vista hotel. A yellow and white building stands on the west side of the street.

Move to the yellow and white building and jump to the ledge above the door. Climb up the east side of the building to reach the top. Face north. There is a white tank near the end of the rooftop.

Cross the roof to the white tank. Jump onto the tank and collect the Level 3 agility orb.

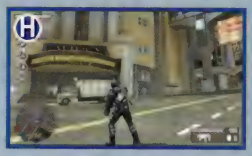
Move to the main entrance of the Royal Vista hotel. Face south toward the brown and blue building across the street.

Use the windows between the blue columns to climb up the side of the building.



Climb all the way to the top of the building and face north. There are three brown extensions on the edge of the building. Jump up and grab the Level 4 agility orb above you. Land back on the rooftop.

Move to the south edge of the rooftop and drop down to the level below. Jump across to the extensions on the south side of the building. Hop up and grab another Level 4 agility orb from the brown extensions.



Move to the intersection west of the bank. Face the building on the southwest corner of the intersection. There is a scrolling sign above the building's entrance.

Move west along the side of the building until you reach a set of stairs.

Head up the stairs. When you reach the top, face west. Windows run up the side of the next building.

Climb up the windows to the level above. There is another wall of windows on the rooftop's north side. Climb up the windows to reach the blue awning on the south side of the building. Hop onto the awning and face the antenna to the north.

Cross to the ledge on the north side of the building. Hop onto the ledge and jump to the antenna. As soon as you touch the antenna, jump again to grab the Level 4 agility orb at the top.

Drop back down and move to the west side of the rooftop. Make a running leap to the rounded building below. Collect the Level 4 agility orb from the center of the building.

Move to the courtyard on the north side of the bank.

Climb up the north side of the bank to the tall windows that run up the top half of the building.

Move to the windows near the northeast corner of the bank. Climb up the side of the bank until you reach the base of the third window. Face east and make a steered jump to the corner of the building. Climb up the corner of the bank to reach the top.

Circle around the dome to the southwest corner of the bank. Hop up and collect the Level 4 agility orb from the corner of the building.

Hidden Orbs

Move to the south side of the Pacific Parking structure to a small patch of grass. Two of the structure's interior parking floors are visible from this position.

Jump onto the low rooftop on the southwest corner of the structure. Hop up to the second ledge on the north side of the rooftop.

Pull yourself over the ledge and move north along the west edge of the parking structure. Collect the hidden orb near the large pillar on the west side of the structure.

Continue north across the narrow driveway that runs over the street. Move to the north side of the building and face south. There is a stairwell on the east side of the parking structure.

Follow the stairs down until you reach another hidden orb. Grab the hidden orb and move to the stairwell exit on this landing.

Exit the stairwell and face south. Follow the wall outside the stairwell and collect another hidden orb near the double doors on the east side of the parking structure.

Move to the west side of the police station. There is a large, gray section above the base of the building.

Jump onto the base of the police station and follow the gray bricks to a ventilation duct. Collect the hidden orb from behind the duct.

Face northeast and climb to the top of the police station. Collect the hidden orb from the rooftop in the middle of the building.

Climb down to the street and move to the tunnel north of the police station.

Head into the tunnel and grab the hidden orb just inside.

Turn around and exit the tunnel. Move east to the red, brick building in front of you. There are ventilation ducts running up the side of the building.

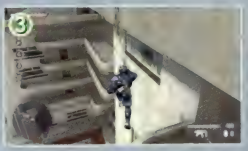
Climb to the top of the ducts. Jump up and climb to the rooftop above. Face the church to the north.

Make a running leap over to the church and climb up to the top. Move to the west side of the rooftop. Drop down and collect the hidden orb from behind the billboard.

Move to the gray building east of the Pacific Parking structure. There are two groups of balconies on the south side of the building.

Jump up to the balconies on the east side of the wall. Climb to the top balcony and face west.

Move to the end of the balcony and face north. Collect the hidden orb near the stairs.

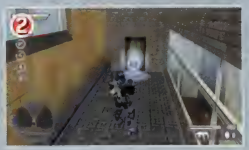


Face south and move back out to the balcony. Jump across to the top of the balconies on the west side of the wall.

When you land, take the stairs down to the balcony below. Collect the hidden orb just east of the stairs.

Move to the intersection at the northeast corner of the church. There is a red and gray building on the southeast corner of the intersection. Blue tiles run around the base of the building.

Jump up to the blue tiles east of the building's entrance.



Follow the tiles around to the east side of the building. Collect the hidden orb at the end of the tiles and face the brown building to the east.

Climb up the windows on the west side of the building. When you reach the top, move to the south edge of the rooftop and face north.

Climb up the windows on the south side of the brown building. Collect the hidden orb under the blue canopy near the top of the building.

Climb back down to the lower level of the brown building. Face east and jump across to the stairs on the next rooftop.

Move to the east side of the building. Look over the ledge and locate the section of blue tiles below.

Jump down and move to the east edge of the tiles. Drop down to grab the hidden orb behind the billboard below you.

Move to the buildings on the east side of Green Bay. Find the large bowling ball just west of the freeway on-ramp.

Jump onto the ledge over the bowling ball and move north along the side of the building. When you reach the end of the ledge, face west and jump up to the blue tiles above you.

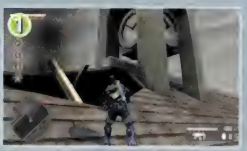
Jump to the top of the blue tiles. Pull yourself up and face south. Collect the hidden orb at the end of the covered area.

Turn around and move to the west side of the covered area. Continue out to the balcony and face north. There are several small shacks between the large buildings.

Jump down to the shacks and locate the stairs to the east.

Head up the stairs and face south. Collect the hidden orb in front of you.

Move to the ferry terminal on the east coast of Green Bay.



Climb up the west side of the building. Move to the large hole in the roof, north of the clock tower.

Drop down through the hole in the roof and face south. Collect the hidden orb from under the clock tower.

Climb back up to the top of the ferry terminal. Face east and make a running leap into the water below. Swim toward the bridge to the south. There is a red walkway just above the water.

Swim to the pylon at the end of the walkway. There is a small entrance on the west side of the pylon.

Hop out of the water and head into the pylon. Climb up the stairs and grab the hidden orb inside the pylon. Turn around and move back down the stairs. Exit the pylon and jump into the water on the south side of the walkway.

Swim to the red building on the east coast of Green Bay.

Jump out of the water and move to the southeast corner of the building. There are two ventilation ducts running up from the ground.

Hop up to the walkway behind the ducts. Collect the hidden orb at the north end of the walkway.

Move to the courtyard north of the bank.

Climb the gray building on the north side of the courtyard. Jump up along the walkways toward the top of the building. Stop on the ledge below the red neon lights on the side of the rooftop.

Hop onto the walkway and collect the hidden orb from the east side of the building.

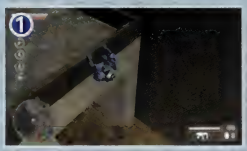
Climb back down to the ground and cross to the bank on the south side of the courtyard.

Jump over the entrance and climb up the side of the bank. Collect the hidden orb from the narrow walkway on the north side of the bank.

Continue up the side of the bank. Jump from the second row of windows to the corner of the building. Climb up to the green dome at the top of the bank.

Move to the center of the dome and jump up to grab the hidden orb high above you.

Move to the shopping center west of the bank. There is a set of stairs on the southeast corner of the shopping center.



Head to the top of the stairs and face north. Move along the side of the building until you reach the tunnel on the west side of the walkway. Jump up to the ledge over the tunnel.

Pull yourself up to the walkway above the tunnel. Run to the west side of the walkway and grab the hidden orb in the corner.

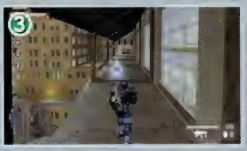
Hop up to the walkway in front of you and face north. Climb the windows to the rooftop above. When you reach the top, move to the southeast corner of the rooftop. Locate the stairs leading up to the rooftop ahead.

Jump across to the bottom of the stairs. Follow the walkway around the south side of the stairs and collect the hidden orb on the northeast corner of the building.

Move to the yellow and white building southwest of the Royal Vista hotel. There is a red awning over the entrance on the building's west side.

Jump down to through the hole south of the building's entrance. When you land, move north. There is a large tunnel on the west side of the passage. Enter the tunnel and face north. Grab the hidden orb from the small enclosure.

Exit the tunnel and continue north to the end of the passage. Jump out of the passage and climb onto the gas station canopy. Face south. A yellow ledge runs around the north side of the building in front of you.



Jump onto the yellow ledge and follow it to the northeast corner of the building. Face south and jump up to the ledge above. Move south and grab the hidden orb under the red awning.

Continue south to the end of the ledge. Jump across to the next building. Face west and climb up to the rooftop above. Head to the south side of the building.

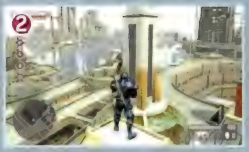
When you reach the south side of the building, hop onto the windows on the other side of the ledge. Drop down and grab the hidden orb on the building's south side.

Climb back up to the rooftop and face east. Make a running leap across to the next building. Climb to top of the building and move east. A covered walkway is found just north of the building.

Jump down onto the covered walkway. Drop down and grab onto the yellow beams under the walkway. Collect the hidden orb from the arch that runs over the street.

Move to the covered walkway near the southwest corner of the Royal Vista hotel.

Jump onto the covered walkway and follow it north to the hotel. There are white tiles at the end of the walkway. Jump over the orange railing on the west side of the tiles. Face east and grab the hidden orb behind the white tiles.



Turn around and move to the small arch in front of you. Jump up and grab the ledge above the arch. Climb up to the top of the red structure on the southwest corner of the building. Face the green dome to the east.

Make a running leap to the white structure on top of the dome. Climb to the top of the structure and collect the hidden orb above the green dome.

Face north and drop down to the roof of the hotel. Jump down to the street below. Collect the hidden orb from the small enclosure on the north side of the street.

Turn around and move back to the street. Follow the street west to the end of the building. Face north and slide down the rocks to the walkway below.

Follow the walkway around the north side of the building. As you cross the street, locate the stairs to the north.

Take the stairs down to collect the hidden orb from the walkway below.

Move to the southwest corner of the Royal Vista hotel. A parking garage is on the west side of the building.

Enter the garage and face south. Collect the hidden orb from the southwest corner of the garage.

Exit the garage and move east toward the large rock south of the club. A chain-link fence runs up to the north side of the rock.

Jump onto the north side of the large rock. Drop down to the coastline. Face south and grab the hidden orb under the large rock.

Face north and follow the coastline under the club. Collect the hidden orb at the end of the path.

Move to the rocks on the ledge above the water. Face west and jump up to the patio above you. There is a broken pillar on the east side of the club.

Climb up the broken pillar and move to the bar on the club's east side. Jump over the bar and face north. Collect the hidden orb just inside the bar.

Hop back out to the patio and face south. Move to the stairs on the south side of the club.

Climb the stairs and face north. Climb up to the level above. There is a small entrance on the south side of the club.

Head north into the entrance and collect the hidden orb at the end of the hallway.

Move to the gray building south of the club. There is a rounded balcony on the northeast corner of the building. White ledges run up the building, just west of the balcony.

Jump up to the white ledges on the north side of the gray building. Climb up above the balcony. Jump across to grab the hidden orb on the northeast corner of the building.

Jump back to the white ledges and climb to the top of the building. Move to the south side of the rooftop. Look down at three balconies below you.

Climb down to the second balcony and collect another hidden orb.

Face west and jump across to the walkway that runs along the inside of the building. Follow the walkway south.

When you reach the end of the walkway, face west to locate the two balconies on the building's south side. Hop down and collect the hidden orb from the lower balcony.

Face south. Climb the windows in front of you to the rooftop above. Face north and jump across to the walkway in front of you. Follow the walkway west to the brown building. There is an open hallway on the side of the building, just north of the walkway.

Jump down to the hallway and face north. Collect the hidden orb in front of you.

Online Orbs & Audio Logs

Move to the main entrance of the police station.

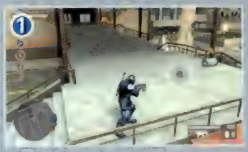
Climb up to the ledge above the entrance and grab the online orb in front of the sign.

Jump up to the rooftop on the south side of the police station and collect another online orb.

Drop down to the ground and move around to the back of the police station.

Jump up and grab the online orb on the ledge above the rear entrance.

Move to the gas station southwest of the Royal Vista hotel. Face east toward the stairs across the street.



Cross to the stairs and climb up. Collect the online orb at the top of the stairs. Face north.

Follow the covered walkway north to the Royal Vista. Face east at the end of the walkway and take the stairs up to the hotel's main entrance.

Face north and climb the ledges to the top of the building. Move to the rooftop's north edge. Look down at the walkways that run across the street.

Hop down to the walkway below. Face east and grab the online orb on the north side of the building.

Face north and jump down to the walkways above the street. Move to the north half of the Royal Vista hotel. When you reach the end of the walkway, jump down and grab the online orb from the courtyard below.

Move to the row of buildings north of the scorpion sculpture. Locate the narrow, gray building west of a red and blue building.

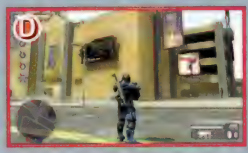
Climb up the south side of the gray building. Face east and jump up to the rooftop in front of you. Hop onto the ramp and face north. Move to the top of the first ramp and face west. Hop up and grab the online orb from the ledge.

Jump back to the ramps and follow them north. The ramps end on the south side of a large, brown building.

Move around to the ramps on the west side of the building and run up toward the absorption unit on the next rooftop.

When you reach the top of the ramp, hop up and collect the online orb from the east edge of the rooftop.

Climb down the building's east side to the shacks below. Collect the online orb on the gray brick structure in the center of the shacks.



Move to the main entrance of the Pacific Parking structure.

Climb up the ledges east of the entrance. Hop over the third ledge and collect the **Whistleblower Files** audio log from the corner of the parking floor.

Move to the red and blue building northeast of the large scorpion structure. Windows run up the east side of the building.

Climb up the windows to the top of the building. Move west under the ramp and collect the **Catalina Thorne** audio log from the rooftop.

Move to the blue and white building east of the Pacific City Bank.

Climb up the windows on the south side of the building. Move to the southeast corner of the rooftop and grab the **Surveillance** audio log near the billboard.

Move to the southwest corner of the shopping center west of the bank.

Collect the **PCNN Reports** audio log from the sidewalk at the corner of the building.

Move to the street on the north side of the church. A brown and blue building stands on the corner of the intersection. There is a column of windows on the south side of the building.

Climb up the windows to the top of the building. Cross the rooftop and collect the **Surveillance** audio log on the north edge of the building.

Move to the patio on the east side of the club. There is a long staircase leading back to the building.

Move under the stairs and collect the **Whistleblower Files** audio log next to the building.

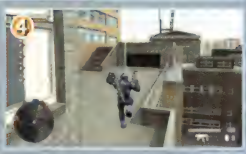
Renegade Orbs

Move to the large, yellow building northwest of the large scorpion sculpture. Black ledges run up the east side of the building.

Move to the northeast corner of the building and climb the ledges to the top. Hop onto the rooftop and run west to engage the agility renegade orb.

Chase the orb west over the rooftops. Jump up and follow the orb north when it cuts over the brown building.

Run to the north side of the rooftop and jump across the gap to the next rooftop. The orb darts to the east.



When you land, follow the renegade orb east and jump up to the next rooftop. There are stairs leading up to the east side of the building, above a gray, brick wall.

Jump onto the east side of the building. Run to the southeast corner of the rooftop as the orb dives down the side of the building.

Jump from the southeast corner of the building to intercept the agility renegade orb as it cuts south over the rooftops.

Move to the ferry terminal on the east coast of Green Bay. A walkway runs down to the northwest corner of the building.

Climb up to the northeast corner of the rooftop and face south.

Run south along the edge of the rooftop to engage the agility renegade orb at the building's southwest corner.

Jump off the roof and intercept the agility renegade orb as it move east around the south side of the ferry terminal.

Move to the large rock south of the club.

Jump down to the patio behind the club and climb up to the south side of the building.

Move to the small entrance on the south side of the building and climb to the top of the club.

Move to the building's west side to engage the agility renegade orb at the main entrance. Move slightly north to force the orb to the south side of the building.

Cut back and jump down to the patio on the south side of the entrance. The orb retreats to the north side of the club.

Leap across to the patio on the north side of the entrance to catch the agility renegade orb as it moves around the side of the building.

Drive an Agency supercar to the large, yellow building northwest of the scorpion sculpture. Locate the alley on the east side of the street, across from the yellow building.

Pull into the alley and drive east down the hill.

Drive carefully down the stairs and over the rubble at the end of the alley. Exit to the parking lot on the east edge of Green Bay.

As you exit the alley, make a right turn and engage the driving renegade orb. Chase the orb south down the street.

Follow the orb around the turn at the end of the street. Slide your supercar into the center of the intersection and drive north along the street.

The renegade orb cuts across the sidewalk and darts to the west at the next intersection. Follow the orb west, but stick to the road to help avoid civilian casualties.

Continue west to the next intersection, just past the scorpion sculpture. Turn left and follow the orb south toward the freeway.

Drive under the freeway and make a right turn to follow the street west. Accelerate to the Supercar's top speed and chase the driving renegade orb toward the Pacific Parking structure.

Drift over to the sidewalk on the north side of the street. There is a low, brick wall at the bend in the road. Continue west along the side of the brick wall to catch the driving renegade orb as it cuts north at the corner.

Drive your Agency cruiser to the gas station southwest of the Royal Vista hotel. Pull around to the station's west side and face south.

Drive south and carefully move onto the sidewalk on the east side of the street. As you approach the first intersection, accelerate. Make a left turn and slide onto the street. Head east to engage the driving renegade orb around the corner.

Continue east. Drift to the north side of the road and avoid oncoming traffic. Push your vehicle to its top speed and catch the driving renegade orb as it darts north at the intersection.

GREEN BAY: NORTH

1	Agility Orb 1	3	Agility Orb 3		Renegade Agility Orb		Hidden Orb		Online Orb
2	Agility Orb 2	4	Agility Orb 4		Renegade Driving Orb		Story Orb	A	Hotspot

Agility Orbs

Move to the villa on the west coast of Green Bay. There is a guardhouse on the west side of the villa driveway. There are some large rocks just north of the guardhouse.

Jump along the side of the rocks to reach the top. Face south.

Make a running leap onto the guardhouse. Collect the Level 1 agility orb from the center of the roof.

Move to the radio station in the northeast section of Green Bay. There is an open gate at the end of the street south of the station. A narrow path winds up the rocks north of the gate.

Head up the path to the station's main entrance. A red and gray building stands to the north.

Climb onto the balcony on the south side of the building. Climb up to the top of the building and grab the Level 1 agility orb. There is a small set of stairs south of the building.

Jump to the top of the stairs and follow the walkway south to a red brick building. Use the small balcony on the east side of the building to reach the rooftop. Grab the Level 1 agility orb and face north.

Move across the rooftops and climb up to the broken antenna on top of the radio station. Jump up and grab the Level 1 agility orb above the antenna.

Climb down to the orange rooftop southwest of the antenna. Make a running leap to the red building west of your current position. When you land, collect the Level 1 agility orb on the west edge of the rooftop.

Move to the lighthouse on the north coast of Green Bay. The base of the lighthouse is surrounded by tall, jagged rocks. There is a round structure south of the lighthouse.

Climb to the top of the structure and face north. There are stairs running up the rocks toward the lighthouse.

Move to the top of the stairs and climb the rocks up to the east side of the lighthouse. Face west and jump across to the small balcony. Grab the Level 2 agility orb on the south side of the lighthouse.

Move to the villa on the west coast of Green Bay. The bridge to the island has been destroyed. There is a small ramp at the edge of the bridge.

Jump over the ramp to the water below. Swim around to the south side of the island. There is path that leads from the water up to the island's east side.

When you reach the end of the path, face west and climb up the wall of the villa.

Pull yourself up and face north. Move across the top of the wall and grab the Level 3 agility orb above the villa entrance.

Drop to the ground and move to the end of the wall on the north side of the villa entrance. Jump back onto the wall and face west. Jump up to the patio above you.

Cross to the guard tower near the center of the villa. Climb up the east side of the tower to reach the top.

Move to the west side of the guard tower and jump down to the building below. Collect the Level 3 agility orb near the center of the rooftop.

Face north and jump across to the absorption unit below. Climb the building to the north and collect the Level 3 agility orb from the small, orange rooftop.

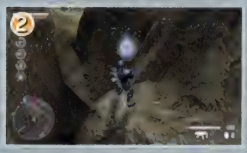
Move to the villa on the west coast of Green Bay. There is a three-car garage on west side of the villa driveway.

Jump onto the garage and face the guard tower to the north.

Jump across to the guard tower and climb to the top. Stand at the base of the utility pole and jump up to grab the Level 4 agility orb above you.

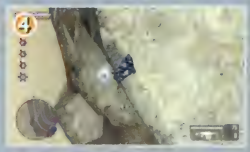
Move to the tunnel near the west coast. A large video screen is mounted above the south entrance to the tunnel.

Jump up onto the tunnel entrance. Face the rocks to the north. Find a small gap between two large rock formations.



Jump up along the gap to reach the top of the rocks. Face east and move along the rocks. Jump down and collect the hidden orb from behind the rocks.

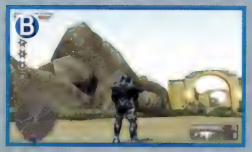
Climb back down to the tunnel entrance and face west. A nearby stone ramp runs up to the side of the bridge. Jump across to the corner of the ramp. Line yourself up with cavern under the villa to the northwest.



Move northwest to the edge of the ramp and look down. Drop down and collect the hidden orb from the rocks below.

Drop down to the sand and face north. Run along the sand at the base of the rocks.

Collect the hidden orb from the narrow strip of sand to the north.



Move to the dirt road south of the villa driveway. A tall, pointed rock sits on the west side of the road.

Climb up just south of the large, pointed rock and face west. Drop down to collect the hidden orb from the ledge below.

Climb down to the sand along the west coast. Head north toward the villa bridge.

When you reach the area under the bridge, face east. Climb up the rocks and collect the hidden orb under the east side of the villa bridge.

Face east and climb down to the water. Swim around to the north side of the island and enter the cavern under the villa.

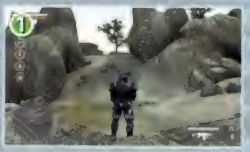
Jump onto the landing on the east side of the cavern. Grab the hidden orb on the north side of the orange scaffolding.

Face west and jump across to the stairs on the other side of the cavern. Follow the stairs up to the dirt path on the west side of the island.

Follow the path south. The path winds back to the north, near the base of the villa.

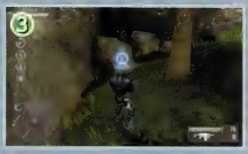
Follow the path north and jump onto the rocks at the base of the villa. Follow the rocks south under the villa and collect the hidden orb on the west edge of the island.

Move to the north side of the villa driveway. There is a small bridge above the dirt road to the east.



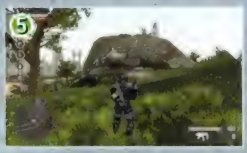
Climb over the rocks to the dirt road and pass under the bridge. Face south and climb up the rocks on the side of the road. When you reach the top of the rocks, locate the cluster of shacks to the southeast.

Move across to the shacks. There is a large rock formation on the grass west of the shacks. Head around to the south side of the rock formation. The grass runs up through a gap between the rocks.



Pass between the rocks and collect the hidden orb near the tree to the south.

Face west and jump over the rocks to the dirt road below. The road forms a figure eight as it loops around two clusters of shacks. Follow the road south to the ramp at the crossroads.



Face south and jump down to the road below you. A large, flat rock sits on the east side of the road. Climb onto the rock and face east. There is another large rock ahead.

Climb up and move to the east side of the rock. Hop down and collect the hidden orb near the fence at the base of the rock.

Face southeast and make your way over the rocks to the large patch of grass southwest of the indoor arena. There is a fire pit near the line of trees running across the grass.

Continue southeast until you reach the fire pit. Face south and collect the hidden orb at the edge of the grass.

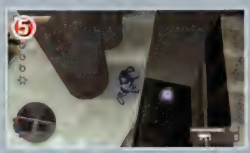
Move to the street on the west side of the indoor arena. There is a small ticket counter on the south side the arena entrance.

Enter the door on the south side of the ticket counter. Face east and enter the hallway that runs down the side of the arena.

Follow the hallway south. Grab the hidden orb and continue to the stairs ahead.

Climb to the top of the stairs and face east. Jump down and cross to the stairs on the other side of the arena floor.

Climb to the top of the stairs and face north. A metal rooftop is in front of you.



Move to the pipes at the northwest corner of the rooftop. Face north and drop down to collect the hidden orb under the pipes.

Face east and move to the rocks that run along the arena. Jump up along the rocks and climb to the top.

Face south and move along the top of the ridge.

The ridge connects to a large mass of rock at the southeast corner of the indoor arena. When you reach the end of the ridge, hop down and collect the hidden orb to the east.

Move to the bridge east of the indoor arena. There is a large suspension tower just off the east coast.

Run east down the walkway on the north edge of the bridge. When you reach the suspension tower, jump up and grab onto the ledges above the walkway. Climb up toward the top of the tower.

When you reach the highest ledge, slide south to the center of the bridge. Jump up and collect the hidden orb from the top of the suspension tower.

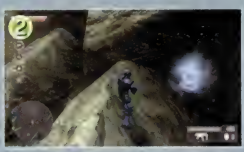
Climb back down to the bridge and face west. Follow the bridge to the tunnel that runs through the rocks south of the indoor arena.

Exit the tunnel and follow the street as it turns to the south. A wall at the end of the street blocks access to a short bridge. A pile of rubble forms a ramp on the west half of the wall.

Climb over the rubble and jump off the west side of the bridge to the rocks below. Follow the rocks down to the water and collect the hidden orb just under the bridge.

Move to the gate south of the radio station.

Pass through the gate and move west. Continue past the winding path that leads up to the radio station. A cluster of the three rocks sits just south of the path.



Climb onto the rocks and grab the hidden orb from the space behind them.

Turn around and jump down to the winding path. Follow the path up to the radio station. A small set of stairs is just north of the main entrance.

Follow the stairs down to a small tunnel. Collect the hidden orb near the broken ramp at the gap in the small tunnel.

Move to the broken ramp and drop down to the tunnel below. Face south. There is a large hole in the wall of the tunnel.

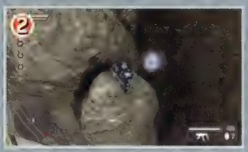
Move through the hole and follow the passage around as it loops down to the freak lair below the tunnel.

Move to the ledge at the end of the passage. The beacon drop zone is west of the ledge. There is a large rock formation on the south side of the ledge, east of the beacon drop zone.

Drop down and follow the rocks around to the east wall of the freak lair. Collect the hidden orb at the edge of the rock formation.

Move to the large dirt road that runs above the west coast. The road transitions to a paved street as it winds across the north edge of Green Bay.

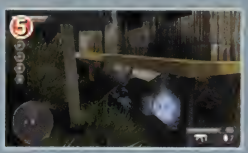
Move to the paved street and face east. Look up and locate the two tallest rocks at the top of the ledge. There is a crevice in the rocks below.



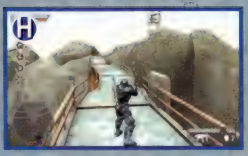
Climb up the between the rocks and collect the hidden orb from the crevice on the east side of the street.

Climb up to the top of the rocks and face southeast. A large cluster of shacks is in front of you. Move southeast over the shacks.

Locate the gray brick building on the east edge of the shacks.



Move to the south side of the gray building. Crouch down and grab the hidden orb between the supports under the building.



Move to the narrow bridge north of the radio station. The bridge runs high above the street and leads toward the lighthouse to the north.

Cross to the end of the bridge and hop down to the rocks below. Collect the hidden orb from the orange beams under the bridge.

Hop back up to the end of the bridge and climb down the north side of the rocks. Continue north toward the lighthouse.

Move to the rocks on the east side of the lighthouse. Jump along the side of the rocks to reach the top. Face west. Small platforms are attached to the north side of the lighthouse.

Climb up to the absorption unit near the top of the lighthouse. Make a steered jump to the roof above you. Move to the center of the lighthouse and jump up to grab the hidden orb above.

Climb back down to the ground and move to the gray structure south of the lighthouse. There is a small crane over an opening on the south end of the structure.

Jump down into the opening. When you land, follow the corridor south. Collect the hidden orb from the small alcove on the east side of the corridor.

Move to the east edge of the grass near the lighthouse. A dirt road runs east along the coast.

Move east along the rocks on the north side of the road. Find the narrow gap as the road splits around a large rock formation.

Climb up the rocks on the north side of the gap. Drop down and grab the hidden orb in the crevice below.

Face north and climb over the rocks to the sand along the coast. Face east. Follow the coast to the bridge that runs to Unity Heights.

Jump into the water and swim under the bridge. Jump up and collect the hidden orb from the blue column on the bridge's west end.

Jump out of the water and cross to the west side of the island. Use the rocks to climb up to the top of the island.

Move west across the islands. Look for the island with two large rocks on top.

Drop down into the water on the north side of the ledge. Face west and swim along the north side of the island chain.

Move to the chain of islands off the north coast of Green Bay. Swim out to the large island on the east end of the chain.

Grab the hidden orb behind the rock on the island's north side.

Pass between the large rocks and jump across to the next island. Move to the west side of the island and drop down to collect the hidden orb from the ledge below.

Watch the north side of the islands as you swim past. Jump out and collect the hidden orb from the side of the islands.

Online Orbs & Audio Logs

Move to the base of the villa and climb up to the patio above. Continue west across the green tiles in the center of the villa.

Continue south. A long strip of grass leads to a group of shacks at the top of the hill. Move to the dirt path on the east side of the grass.

Move to the west side of the patio. Collect the online orb from the small spa north of the swimming pool.

Follow the path south until it splits around a large mass of rock.

Move to the road south of the villa driveway.

Drop to the ground and face west. Move past the guardhouse on the west edge of the driveway. Continue to the villa bridge.

Move to the small bridge east of the villa.

Climb onto the shack at the top of the rock and grab another online orb.

Jump up to the wall and collect the online orb above the driveway entrance.

Jump over the gap in the bridge and collect the online orb at the villa's main entrance.

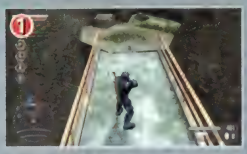
Head south and collect the online orb from the rock at the end of the bridge.

Move to the shacks east of the villa. There is a Cell obstruction on the west edge of the shacks. The lighthouse is visible to the north.

Move north across the shacks to a long strip of grass. Follow the grass as it curves east toward another group of shacks.

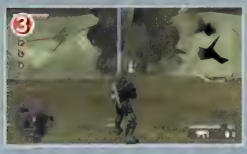
Look for the multicolored fence at the southwest corner of the shacks. Collect the online orb from the roof above the fence.

Move to the narrow bridge north of the radio station.



Head south and collect the online orb at the end of the bridge.

Follow the path down to large hole west of the radio station. Stairs lead down to a small passage carved in the east wall of the hole.



Jump down into the hole and follow the passage until you reach a broken ramp. Drop through the gap in the ramp to the tunnel below. When you land, face the large hole in the north wall of the tunnel.

Drop through the hole in the tunnel to the freak lair below. Collect the online orb from the rock northeast of the beacon drop zone.

Move to the gate south of the radio station.

Follow the path up to the radio station's main entrance. Jump onto the wall on the east side of the entrance and grab the online orb on the south side of the radio station.

Climb up to the rocks on the east side of the lighthouse along the north coast of Green Bay.

Face north and jump across to the chain of small islands just of the coast. Collect the online orb north of the lighthouse.

Turn around and jump back to the rocks. Climb down the rocks to the structure south of the lighthouse.

Collect the online orb on the yellow beam at the south side of the structure.

Jump down to the patch of grass south of the lighthouse. Cross southeast to the dirt road at the edge of the grass.

Follow the dirt road east. Look for a small ramp on the north side of the road.

Head up the ramp and grab the online orb at the top.

Swim out to the water south of the villa. Look for the path that leads up to the top of the island.

Follow the path toward the villa entrance. A tall guard tower stands along the south side of the villa wall.

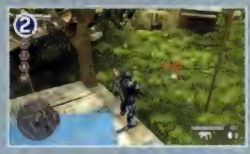
Climb up the south side of the guard tower. When you reach the top, face west toward the large, orange roof on the villa's main house.

Jump across to the roof and hop over the railing to the green tiles. Face north and jump up to the building's second level.

Pull yourself up and face west. Collect the **Catalina Thorne** audio log from the southwest corner of the walkway.

Move to the road south of the villa driveway. Stand near the small ridge in the center of the road. To the east, there are several shacks extending over the face of the cliff above.

Climb up the rocks to the east. Jump up long the side of the cliff and grab ahold of platforms at the top.



Jump onto the shack and continue east to collect the **Catalina Thorne** audio log from the grass.

Move to the street on the near the main entrance to the indoor arena.

Follow the street south to the intersection. Collect the **PCNN Reports** audio log from the sidewalk on the southwest corner.

Move to the road north of the villa driveway. A ridge runs along the east side of the road.

Climb up the rocks to the east, and follow the ridge south. Collect the **Surveillance** audio log from the grass east of the villa driveway.

Face northwest and run back down to the road. Jump over the rocks on the west of the road and land on the metal walkway on the other side.

Follow the walkway to the small, red building up the coast. Collect the **Whistle-blower Files** audio log along the building's west side.

Move to the radio station. Locate the building with the broken antenna near the center of the area.

Climb up to the top of the building and collect the **Freak Watcher** audio log at the base of the antenna.

Renegade Orbs

Climb up to the shacks southeast of the villa.

Face south and jump along the shacks to the southwest corner of the cliff. Face east and continue across the rooftops, past the broken statue on the south side of the cliff.

Locate the agility renegade orb to the east, near the end of the shacks.

Make a running leap toward the renegade orb. Aim for the southwest corner of the shack across the open patch of grass. When you land, take a quick step south to force the orb around the other side of the shack.

Cut north and jump up to catch the agility renegade orb as it darts west through the shacks.

Move to the south end of the small bridge east of the villa.

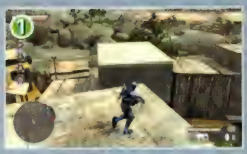
Run across to the north end of the bridge to engage the agility renegade orb.

As the orb flees over the shacks on the south side of the cliff, follow the orb from the shacks to the north.

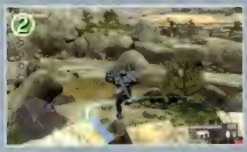
Continue across the shacks to block the orb's route. Slide to the east until the orb retreats back along its path.

Chase the orb back to the west. Jump up and intercept the agility renegade orb at the end of the shacks.

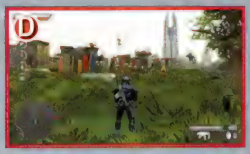
Move to the small cluster of shacks east of the villa. Approach from the north and locate the agility renegade orb above the gray shack.



Run toward the orb and jump onto the roof of the shack. Move to the south end of the roof. The agility orb circles around the tree to the east.



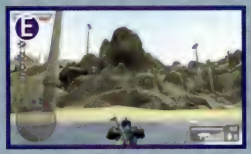
Face northeast and make a running leap from the top of the shack to intercept the agility renegade orb as it cuts west across the rooftops.



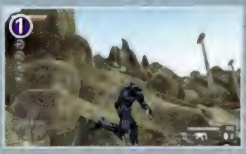
Move to the cluster of shacks northwest of the villa. Approach the west and locate the agility renegade orb high above the shacks.

Run toward the orb and jump onto the large rock in the center of the shacks. The orb circles around a tree just east of the rock.

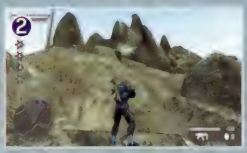
Stay on the south edge of the rock until the orb reaches the shacks to the north of the tree. Make a running leap to the north side of the tree and intercept the agility renegade orb as it attempts to cut back to the south.



Swim out to the water off the northwest edge of Green Bay. Locate the agility renegade orb above the tall rock formation on the coast.



Swim east toward the orb. As you approach the coast, swim slightly to the north and force the orb down the east side of the rock formation. Jump out of the water and run south to cut off the orb at the small rock at the top of the hill.



Carefully advance toward the orb. Adjust your position as needed to keep the orb trapped above the small rock at the top of the hill.

As you approach the top of the hill, jump up and grab the agility renegade orb as it moves back and forth across the small rock.

Move to the west edge of the grass south of the lighthouse.

Face east and move to engage the agility renegade orb. Chase the orb across the grass to the large rock ahead.

Carefully approach the renegade orb. Keep the orb trapped on the rock as it attempts to circle past you.

Jump up and grab the agility renegade orb as it moves back and forth on top of the large rock.

Drive an Agency SUV to the figure eight track east of the villa. Pull your vehicle onto the north loop of the track and face east.

Drive around the north loop of the figure eight. Drift onto the ridge on the east side of the track.

Initiate the SUV's hydraulic jump to stick to the ridge. Push your vehicle to its top speed and engage the driving renegade orb at the center of the figure eight.

Steer back down to the path and chase the orb south. Allow the SUV's hydraulic jump to time out and catch the driving renegade orb before the next turn.

Drive an Agency SUV to the dirt roads that run along the south coast. Pull your vehicle around to the driving renegade orb east of the crossroads.

Drive toward the renegade orb and chase it over the street to the east. Use your momentum to clear the gap and adjust your vehicle for a smooth landing.

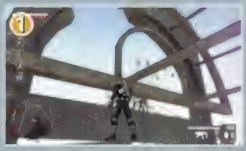
Continue east and catch the driving renegade orb at the bottom of the ramp.

GREEN BAY: SOUTH

Agility Orb 1 | Agility Orb 2 | Agility Orb 3 | Agility Orb 4 | Renegade Agility Orb | Renegade Driving Orb | Hidden Orb | Story Orb | Online Orb | Hotspot

Level 1 Agility Orbs

Move to the large, orange building east of Funland. There is a large, open gate on the building's south side.



Climb up the inside of the open gate and face south. Look up at the arches above you.

Climb up the arches and grab the Level 1 agility orb above the open gates.

Drop down to the ground and head west toward the entrance to Funland. There is a crumbling column along the wall south of the large clown.

Climb up the crumbling column and run north along the top of the wall. Climb up to the sign above the clown and grab the Level 1 agility orb from the Funland entrance.

Climb down to the ground and move to the beach access on the west side of Funland. Climb up to the sign above the wall and grab another Level 1 agility orb.

Drop down and run southeast through the center of Funland. Move past the west side of the Ferris wheel toward the pizzeria at the end of the park.

Climb up to the top of the building and collect the Level 1 agility orb on the large slice of pizza.

Move to the patch of grass near the freeway off-ramp on the east side of the buildings. There is a hole in the wall at the edge of the grass.

Move west through the hole in the wall. Face south and move to the balconies at the corner of the large, red building. Climb up the balconies to reach the rooftop above.

Move to the north side of the rooftop and jump across to the gray building ahead. Climb up and grab the Level 1 agility orb from the sign on the rooftop's east side.

Face east and jump down to the building below. Climb up and collect the Level 1 agility orb from the top of the billboard.

Drop down and move to the west side of the rooftop. Locate the balconies on the brown building across the alley.

Climb up to the greenhouse on the top of the building. Face north and jump up to the ledge at the end of the greenhouse. Climb up the red section of the building and collect the Level 1 agility orb at the top.

Face west and hop down to the rooftop below. Collect the Level 1 agility orb from the edge of the rooftop.

Move to the west side of the brick building near the small basketball courts. Locate the balconies at the corner of the red building to the south.

Climb up the balconies and hop over to the top of the brick building.

Climb up the side of the roof and collect the Level 1 agility orb at the top.

Jump down to the basketball courts east of the building. Cross to the corner of the brown building at the other end of the courts.

Jump up to the ledge at the corner of the building. Climb up and grab the Level 1 agility orb from the sign on the front of the building.

Face southeast and climb to the top of the building. Locate the white tank on the next building. Jump across and use the air conditioning unit next to the tank to climb up and grab the Level 1 agility orb at the top.

Move to the street that runs along the Social Security and Welfare office.

Climb up the wall at the corner of the building and run southeast down the corridor.

Climb onto the sign at the end of the corridor and grab the Level 1 agility orb at the top.

Face north and make a running leap over to the next building. Collect the Level 1 agility orb on the large, white sign.

Move to the shopping center that runs along the boardwalk. Locate the stairs between the buildings.

Climb to the top of the stairs. Jump onto the rooftops and face northeast. Collect the Level 1 agility orb at the top of the building.

Face west and make a running leap across to the next building. Grab the Level 1 agility orb from the center of the rooftop.

Level 2, 3, & 4 Agility Orbs

Face northwest and continue on to the next building. Climb up to the top of the roof and collect another Level 1 agility orb.

Move to the gym at the edge of the coast.

Move west across the broken walkway to the front of the gym.

Face the basketball courts to the north and make a running leap onto the toppled section of the gym.

Climb up to the south edge of the rooftop and grab the Level 1 agility orb.

Face west and jump across to the main section of the gym. Climb the concrete along the orange beam and collect the Level 1 agility orb at the top of the gym.

Move to the large, red building northeast of the Funland entrance.

Climb up the balconies at the corner of the building. When you reach the top, face south. Make a running leap to the top of the large, white tank and grab the Level 2 agility orb.

Face north and jump back to the red building. Run along the ledge and jump to the windows that curve out on the building's west side.

Climb up to the top of the building and collect another Level 2 agility orb above the main entrance.

Face north and move across the rooftops to the small basketball court.

Collect the Level 2 agility orb on the orange arch next to the basketball court.

Hop down and face north. Run to the short, red building on the other side of the street.

Climb onto the red building and jump up to the windows above. Climb to the top of the orange and gray building to grab another Level 2 agility orb.

Move to the corner of the Social Security and Welfare office, just south of the freeway. Black ledges run around the corner of the building.

Climb up the ledges to the top of the building. Face southeast and move to the small, brick structure at the end of the rooftop.

Jump onto the structure and grab the Level 2 agility orb at the end of the ventilation duct.

Face south and jump down to the building below. Move across the rooftop and collect the Level 2 agility orb from the small, brick structure.

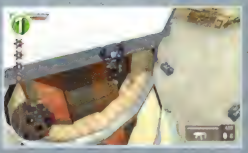
Face southeast and jump across to the next building. Climb up to the center of the rooftop and grab another Level 2 agility orb from the ledge.

Move to the north side of the Funland Ferris wheel. Locate the small tower to the west.

Pull yourself up and grab the Level 3 agility orb at the top of the tower.

Jump along the east side of the rock and collect the Level 3 agility orb from the top.

Jump up to the ledge above the main entrance. Pull yourself up and jump up to the rooftop.



Run up the ramp along the outside of the tower. As you approach the top of the ramp, hop onto the ledge and make a steered jump to the roof of the tower.

Climb down to the ground and face west. Jump across to the sand and locate the tall rock just off the coast.

Move to the Sunset Pavilion. A large, green dome sits at the center of the building's rooftop.

Climb onto the large, green dome and jump up to grab the Level 4 agility orb above.

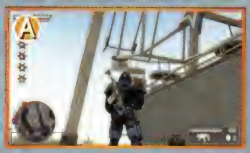
Hidden Orbs

Jump over and collect the hidden orb from the seat near the top of the Ferris wheel.

Jump onto the rocks at the end of the sand. Collect the hidden orb at the rocks near the water.

Climb down to the ground and move southeast. Jump over the Funland wall to reach the small lighthouse on the coast.

Move to the street east to the east of Funland. There is a large clown on the wall at the main entrance.



Move to the bottom of the Funland Ferris wheel. There are several seats attached to the south side of the wheel.

Hop along the spoke and to jump onto each star. When you reach the third star, jump up to the spokes above you.

Climb up the side of the lighthouse and grab the hidden orb at the top.

Jump up to the wall on the north side of the clown.

Jump up the seats to the end of the Ferris wheel. Hop onto the star at next to the seats. There are two more stars along the spoke of the wheel.

Use the stars to reach the center of the Ferris wheel and climb to the top.

Face east and jump down to the sand. Follow the sand around the south side of Funland.

When you land, face the clown to the southeast. Grab the hidden orb from the wall under the clown's arm.

Jump back over the Funland wall and follow the street northwest to the stairs past the Sunset Pavilion.

Head down the stairs to the underground passage and grab the hidden orb east of the entrance.

Turn around and ascend the stairs toward the Sunset Pavilion. When you reach the top of the stairs, move southwest to the pier. Run down the pier to the building above the water. There is a large hole in the green dome at the top of the building.

Jump up and climb through the hole in the dome. Collect the hidden orb inside.

Move to the large, red building northeast of the Funland entrance. Locate the balconies on the southwest corner of the building.

Climb up the balconies and grab the hidden orb at the corner of the building.

Drop down to the stairs below the balconies. Head up the stairs and jump up to the thin iron bars at the top of the wall. Climb over the bars and grab the hidden orb at the base of the building.

Move to the courtyard entrance on the building's south side. Jump up onto the orange arch and grab the hidden orb on the edge of the walkway.

Drop down and continue to the center of the courtyard. Face the east side of the building. Look up to find the small, gray structure at the top.

Climb up the inside of the building to reach the gray structure above. Enter the small door on the north side of the gray structure and collect the hidden orb inside.

Exit the structure and climb up to the sign on the east edge of the rooftop. Look down at the narrow space between the two rooftops below.

Jump down between the rooftops. Climb down and grab the hidden orb on balconies along the east side of the building.

Move to the street that runs along the Social Security and Welfare office. Locate the red and white building next to the large, yellow building.

Climb up and collect the hidden orb from the gap between the two buildings.

Move to the large rock on the beach south of the gym. There is a smooth path down the center of the rock.

Move up the path and drop down to the cave in the center of the rock.

Enter the cave and follow the passage north. Veer to the west as the path splits around a large rock.

Continue north to the cavern at the end of the passage. Face west and collect the hidden orb on the cavern wall.

Leave the cavern and move south through the passage. Stick to the west side of the wall and hook around into the small cavern to collect another hidden orb.

Move to the beach on the west side of the gym. Stairs lead up to the red beams at the base of the gym.

Climb the stairs and face south. There is a small, brown building below a chain-link fence.

Hop onto the building and jump over the chain-link fence. Face north and collect the hidden orb under the gym.

Face west and head back to the beach. Cross the sand and hop into the water off the coast.

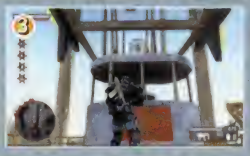
Pass under the walkway and swim north around the rocks on the coast. Jump out of the water and grab the hidden orb from the small patch of sand between the rocks.

Face south and climb the small path to the base of the ridge. Climb up rocks on the south side of the ridge. Face east and follow the top of the ridge toward the freeway.

When you reach the end of the ridge, face north and drop down to collect the hidden orb under the freeway.

Online Orbs, Audio Logs, and Renegade Orbs

Move to the main entrance of Funland.



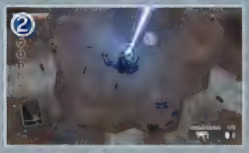
Continue southeast and collect the online orb from the bottom of the Ferris wheel.

Jump over the wall and move west. Hop up and grab the online orb near the park's beach access.

Move to the gym on the coast of Green Bay.

Face southeast and move to the middle of Funland. Grab the online orb at the top of the stairs.

Move to the gym's entrance and collect the online orb at the top of the stairs.



Move west to the hole at the center of the gym and drop down to the freak lair below.

When you land, face northeast. Jump up and collect the online orb from the rocks near the beacon drop zone.

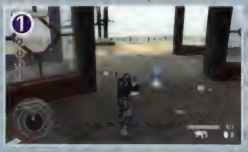
Move to the beach west of the gym. There is an absorption unit just off the coast.

Jump onto the large rock and collect the online orb east of the absorption unit.

Move to the street that runs along the Sunset Pavilion.

Collect the **PCNN Reports** audio log at the pavilion's main entrance.

Move to the pier off the coast of Green Bay.



Run to the building at the end of the pier and grab the **Whistleblower Files** audio log from inside.

Move to the ridge on the south side of the gym.

Follow the ridge west and collect the **Freak Watcher** audio log south of the absorption unit.

GREEN BAY: WEST

- Agility Orb 1
- Agility Orb 2
- Agility Orb 3
- Agility Orb 4
- Hidden Orb
- Renegade Agility Orb
- Renegade Driving Orb
- Story Orb
- Online Orb
- Hotspot

Drive an Agency SUV in front of the gym. Pull your vehicle around to the sign in the driveway and face north.

Drive toward the end of the chain-link fence and use the SUV's hydraulic jump to reach the ridge above. When you land, apply the brakes to keep from sliding off.

Move west along the top of the ridge. Locate the driving renegade orb on the beach below.

Drop down to the beach and chase the orb south.

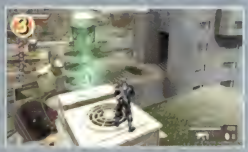
When you reach the end of the beach, slide around and head west to catch the driving renegade orb as it hooks back down to the sand.

Level 1 Agility Orbs

Move to the sidewalk under the freeway on-ramp. Locate the long set of stairs on the east side of the sidewalk.

Move to the top of the stairs. There is a patch of dirt just west of a makeshift wall blocking access to the street. Jump up and grab onto the side of the wall. Climb to the top and face north.

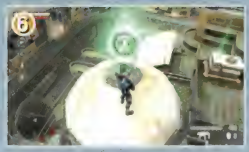
Move across the top of the wall to the blue building north of the stairs. Hop up and grab the Level 1 agility orb from the air conditioning unit at the top of the building.



Face north and jump across to the patio below. Climb up to the next section of the building. Jump onto the light fixture on the east side of the building and climb to the top. Grab the Level 1 agility orb on the air conditioning unit.

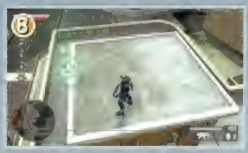
Face north and jump across to the stairs on the next section of the building. Move to the top of the stairs and face north. Head to the stairs east of the water tower. Follow the stairs up to the patio above.

When you reach the top of the stairs, face west and climb up to the rooftop above. Grab the Level 1 agility orb on the air conditioning unit.



Hop down to the rooftop and face northwest. Make a running leap to the water tower in front of you and grab the Level 1 agility orb at the top.

Face northeast. Jump across to the rooftop below and grab the Level 1 agility orb on the air conditioning unit.



Drop down the north side of the rooftop and climb to the patio below. Use the balconies on the last section of the building to reach the top. Face east and climb onto the small structure to collect another Level 1 agility orb.

Move to the parking lot just east of the freeway. Two brown buildings are across the street to the north.

Move to the gap between the buildings. The buildings are connected by several pipes and walkways.

Head north under the pipe and turn around. Jump up and grab onto the pipe. Climb up the north side of the walkways to reach the pipe above. Face west and jump up to the building. Climb to the top of the water tower and grab the Level 1 agility orb.

Face east and make a running leap across to the next rooftop. Climb onto the structure at the end of the building to collect another Level 1 agility orb.

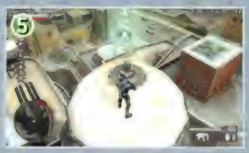
Move to the brown buildings at the sharp turn in the street. A small wall blocks access to the back of the buildings.

Climb to the top of the wall and face west. Jump up to the railing above you. Climb up the ledges on the east side of the building until you reach the top. Collect the Level 1 agility orb from the west side of the rooftop.

Move to the walkway on the north side of the rooftop. Follow the walkway across the street to the end of the building. There is another walkway just past the ledge.

Jump over to the walkway and follow it east across the street. When you reach the end of the walkway, face the building to the south. There are two balconies below the large, gray structure at the top of the building.

Climb up the balconies to the base of the gray structure. Climb the windows on the east side of the structure and grab the Level 1 agility orb at the top. Face the large water tower to the south. There is a small, gray structure on the walkway below.



Drop down to the walkway and move to the small, gray structure. Climb up and make a running leap toward the large water tower. Climb to the top of the water tower and collect the Level 1 agility orb. Face the small, red structure to the east.

Jump across to the small, red structure and grab the Level 1 agility orb at the center of the rooftop. Face the small, yellow building to the north.

Jump down across the rooftops to the base of the yellow building. Climb up to the patio above. Move to the top of the stairs and face west. Climb up and grab the Level 1 agility orb on the ducts above the stairs.

Face north and jump across to the blue building in front of you. Climb up to the narrow rooftop on the west side of the building and grab another Level 1 agility orb.

Move to the north side of the rooftop and drop down to the building below. Move to the large sign at the northeast corner of the rooftop. Climb up and collect the Level 1 agility orb from the top of the sign.

Move to the street southeast of the absorption unit.

Climb onto the ledge above the building's main entrance. Jump up to the patio above and climb up the east side of the building. When you reach the top, collect the Level 1 agility orb from the south side of the building.

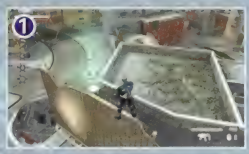
Move to the building's west side and make a running leap to the gray building ahead.

Cross to the billboard on the south side of the building. Climb to the top of the billboard and grab the Level 1 agility orb.

Climb down to the patio below. Move to the south side of the patio and jump down to the walkway. Follow the walkway east across the street.

Climb the stairs at the end of the walkway. When you reach the top of the stairs, face north. Jump up to the top of the building and collect the Level 1 agility orb from the air conditioning unit.

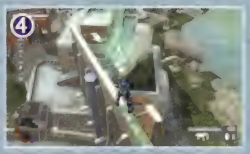
Move to the tunnel east of the absorption unit. There is a long set of stairs north of the entrance.



Move to the top of the stairs and face the building to the south. Climb up the north side of the building. Jump up to the billboard on the east side of the rooftop and grab the Level 1 agility orb at the top.

Drop down and move to the northeast corner of the rooftop. Climb back down the north side of the building and jump to the brown building across the stairs. Climb up to the billboard on top of the building and grab the Level 1 agility orb above.

Drop down to the rooftop and face west. Make a running leap across to the next building. A small staircase leads up to the billboards at the top of the building.



When you land, climb up to the stairs and cross to the billboard on the rooftop's northwest corner. Climb up the back of the billboard and grab the Level 1 agility orb at the top.

Move to the west edge of the billboard and jump down to the sign below. Face southwest and jump across to the top of the building. Move to the west side of the rooftop and grab the Level 1 agility orb on top of the water tower.

Face southwest and jump across to the sign in front of you. Hop up and grab the Level 1 agility orb from the nearby water tower.

Move west across the rooftops to the next water tower. Climb up the side of the tower and collect the Level 1 agility orb from the top.

Move to the street east of the freeway. A large, brown building stands on the east side of the street.

Climb up the windows on the west side of the building. Pull yourself over the ledge and face south. Climb up to the structure at the top of the building. Collect the Level 2 agility orb from the skylight at the top of the structure.

Move to the brown building at the sharp turn in the street. A large antenna is on the rooftop to the north.

Climb up the windows on the west side of the brown building. When you reach the top, face north and make a running leap across to the base of the antenna. Jump up and grab the Level 4 agility orb above you.

NOTE

This jump requires a Level 5 agility skill.

Hidden Orbs

Move to the strip of buildings under the freeway. There is a brown building with round balconies at the south end of the strip.

Face east and jump over the wall ahead. When you land, locate the stairs at the base of the building.

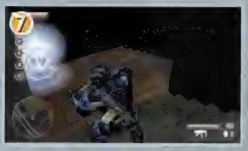
Climb up the stairs and grab the hidden orb. Follow the stairs to the patio above.

When you reach the top of the stairs, face north. Jump up to the orange railing on the next building. Follow the railing north past the brown section of the building and then face east. Grab the hidden orb by the small fence in front of you.

A walkway is directly above you. Take a step to the north and climb up onto the walkway. Move east and collect the hidden orb from the small enclosure on the north side of the walkway.

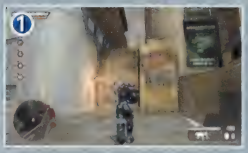
Step back out of the enclosure and face north. Jump up to the patio above. Face east and run up the stairs to the next level of the building.

When you reach the east side of the building, hook around to the stairs leading down to the street.



Head down the stairs and collect the hidden orb on the landing below.

Move to the blue tiles at the south edge of the area. There is an orange railing on the low, yellow wall to the east.



Hop over the railing and move northeast to the makeshift wall.

Jump up to the balcony above the wall. Grab the hidden orb from the balcony. Drop down to the ground to collect another hidden orb near the stairs on the other side of the wall.

Face northeast and move up the stairs. Head down another set of stairs to return to ground level. When you reach the bottom of the stairs, keep to the wall on the west side of the path. Collect the hidden orb just around the corner.

Continue west to the end of the path and face northeast. Move to the stairs ahead. When you reach the bottom of the stairs, hook around and grab the hidden orb in the small enclosure to the west.

Move to the patch of grass northeast of the absorption unit. Face the red section of the building. There is a small sign on the wall above the entrance.

Jump onto the light fixture above the entrance. Hop up and grab the hidden orb behind the sign.

Drop down and move to the walkway on the building's north side. Follow the walkway around to the brown building west of the absorption unit.

Grab the hidden orb in the small enclosure at the end of the walkway.

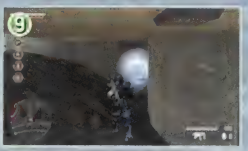
Jump over the railing on the side of the walkway. Move to the gray building to the north.

Climb up the building and move along the east side of the rooftop. Drop down to the patio below and grab the hidden orb to the west.

Move back to the east side of the patio and face north. Hop down along the buildings and jump down to the street below. When you land, face east. Look up at the pipe that runs over the street.

Jump onto the pipe and face south. Jump up to the rocks and collect the hidden orb at the base of the building.

Face east and move across the edge of the rocks.



Grab the hidden orb under the large, round walkway near the end of the rocks.

Move to the parking lot east of the freeway. There is a brown building just north of the lot.

Climb up to the top of the building and move to the north side of the rooftop. Drop down to the level below and face south. Collect the hidden orb from the small enclosure.

Hop back up to the top of the building and face west. Make a running leap to the bridge above.

Online Orbs, Audio Logs, and Renegade Orbs

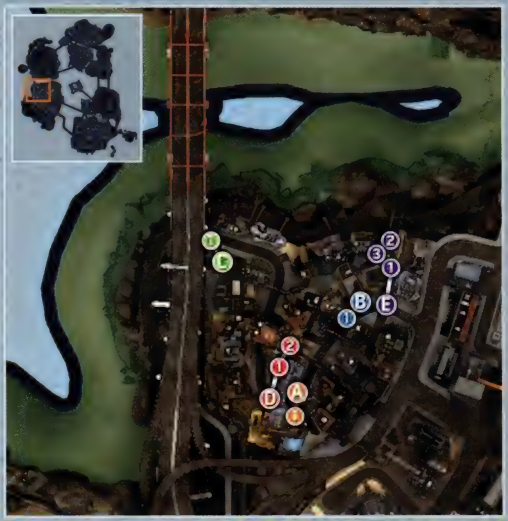
Hop onto the red beam at the center of the bridge and follow it north. Grab the hidden orb at the top of the bridge.

Drop down from the beams and continue north across the bridge. Move to the stairs on the east side of the bridge, just past the patch of broken asphalt.

Take the stairs down to the walkway below the bridge and face north. Grab the hidden orb near the column at north end of the bridge.

Turn around and follow the walkway south.

Collect the hidden orb near the railing at the south end of the walkway.



Move to the sharp turn in the street. Two large pillars support the walkways above the street. There is a small driveway east of the pillars.

Move to the south side of the street and grab the online orb in the driveway.

Move to the street south of the absorption unit. There are windows running up the side of the building.

Climb up the windows to the top of the building and face south. Jump across to the walkway that runs above the street and collect the online orb from the ledge.

Move to the parking lot east of the freeway. There is a crumbling wall on the west side of the lot.

Move to the street north of the lot. Face west and jump up to collect the online orb at the top of the wall.

Move to the sharp turn in the street. A large, brown building is on the north side of the street.

Climb up to the south side of the building and move north across the rooftops. Jump across to the large antenna on the top of the next building.

Move north past the base of the antenna and collect the **Catalina Thorne** audio log from the small walkway.

Move to the street east of the absorption unit. There is an agility renegade orb on the building to the north.

Run north and climb up the walkways at the southwest corner of the building.

Jump up to the north side of the building to force the orb off the rooftop. As soon as the orb moves around to the east side of the building, face southwest and jump off the roof.

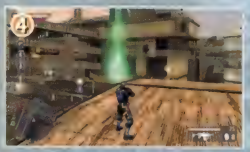
Land on the walkway on the building's west side to catch the agility renegade orb as it races right toward you.

HOPE SPRINGS: EAST

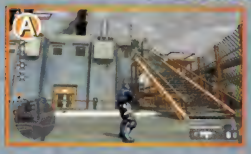
① Agility Orb 1
② Agility Orb 2
③ Agility Orb 3
④ Agility Orb 4
Renegade Agility Orb
Renegade Driving Orb
? Hidden Orb
Story Orb
Ⓧ Online Orb
Ⓐ Hotspot

Level 1 Agility Orbs

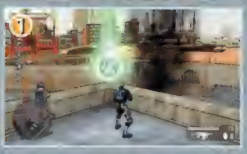
Jump down from the north side of the building and head across the street. Move the chain-link fence in front of you. The fence connects to a blue, concrete wall. Climb over the point where the fence meets the wall to enter the City Coaches complex.



Jump down to the walkway that runs along the west side of the complex. Head north across a series of rooftops along the walkway. Collect the Level 1 agility orb from the rooftop at the end of the walkway.



Move to the absorption unit on the east side of Hope Springs' industrial area. The absorption unit is on a blue building just north of the freeway. This building is surrounded by a chain-link fence, and has a set of stairs running along its east side.



Head up the stairs and jump across to the roof of the building. Move to the northwest corner of the rooftop and collect the Level 1 agility orb from the ledge.

Move west. Find the stairs in the southwest corner of the City Coaches complex. Jump onto the low roof at the top of the stairs. Collect the Level 1 agility orb from the west edge of the rooftop.

Move to the small factory in the south end of Hope Springs' industrial area. There is a loading area on the north side of the factory. Locate the stairs under the absorption unit in the northwest corner of the loading area.

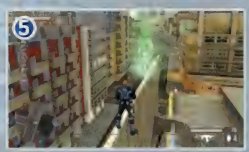
Climb the stairs and follow the walkway to the east. The walkway runs along a large,

gray building. The roof of this building is divided into three levels. Climb up to the center of the building and collect the Level 1 agility orb to the north.

Turn around and move to the building's southeast corner. There are two storage tanks in front of you. Jump across to the second storage tank to grab another Level 1 agility orb.

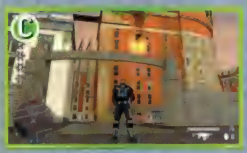
Hop down to the walkway south of the tank and then again to the ground. Follow the driveway south to leave the loading area. Head west along the street to a yellow and blue building at the next intersection.

Climb the windows on the northeast corner of the building to reach the balcony. Follow the balcony around the corner and climb the windows on the building's south side. Grab the Level 1 agility orb when you reach the top.



Hop back down to the rooftop and head north. Jump over to the large building ahead. This building has a billboard attached to the west side of its roof. Climb the back of the billboard to collect another Level 1 agility orb.

Jump back onto the building and move to the east side of the rooftop. A sign is attached to the northeast corner of the building. Collect the Level 1 agility orb from the top of the sign.



Move to the parking lot north of the Hope Springs' industrial area. There is low, concrete wall with an arch across the entrance to the lot. Face west toward the red, brick building across the street.

Run through the alley along the south side of the brick building. Hook around the corner and face the west side of the building. A small, blue door is under a column of windows.

Jump up to the awning above the blue door. Climb up to the second window. Stand at the base of the second window and jump away from the building. Collect the Level 1 agility orb from the pipe that runs along the west side of the building.

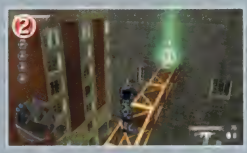
Jump back to the building and climb the windows to the gray ledge above. Hop onto the ledge and face south. Use the ledge to make a running leap to the blue and white building in front of you. Cross over to the east side of the roof and face south.

Locate the metal rail that runs along the east side of the building's upper level. Run across the ledge, jump up to the rooftop in front of you, and drop down to the rail.

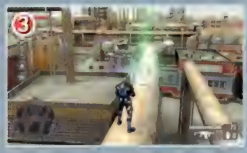
Walk south across the rail and jump to the ledge on the southeast corner of the building. Collect the Level 1 agility orb from the ledge.

Locate the large, brown building on the north side Hope Springs' city district. This building has four small, red doors and a series of bay windows along its north side.

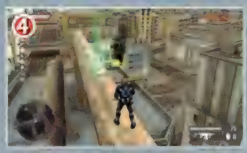
Use the black trim around the bay windows to reach the top of the building. Carefully steer your jumps to clear each window and collect the Level 1 agility orb from north side of the rooftop.



Move to the rooftop's south side. An orange beam runs across the alley to a gray, brick building. Hop down and grab the Level 1 agility orb at the south end of the beam.



Climb up the building at the south end of the orange beam. Climb up to the four pipes on the building's third level. Climb up the pipes on the north side of the building. Jump across to the pipe next to it and collect the Level 1 agility orb.



Face south and make a running leap to the pipes across the rooftop, on the south side of the building. Continue south to grab the Level 1 agility orb on top of the pipes.

Jump from the south end of the pipe to the building below. Move to the west side of the roof. A narrow pipe runs down along the west side of the building. Jump onto the pipe and grab the Level 1 agility orb.

Hop back onto the roof and move to the northwest corner of the building. There is an orange building ahead. Make a running leap toward the corner of the building. Steer your jump to grab the ledge. Climb up and grab the Level 1 agility orb to the north.

Move to the large, gray building west of the alleys. This building is southeast of the Hope Springs City Hall. Decorative stone runs along the building's south side.

Climb the south side of the building until you reach the top of the decorative stone. Face west and move to the front of the building. Drop down on the balcony below you and follow it north. Collect the Level 1 agility orb from the center of the balcony.

Continue north to the end of the balcony. Face east and jump up to the ledge in front of you. Climb onto the ledge above the first row of windows. Use the ledge to make a running leap north to the next building. Grab the Level 1 agility orb.

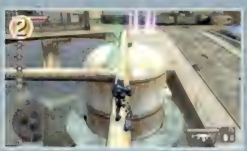
Climb the windows on the building's south side. Make a series of steered jumps from each window to reach the top. Cross to the north side of the rooftop. Hop over the ledge to grab another Level 1 agility orb.

Hop back onto the roof and head east. Jump down to the building below. Follow the roof east and collect the Level 1 agility orb.

Level 2 Agility Orbs

Find the three large storage tanks in the Hope Springs industrial area. The tanks are near the water, east of the Hi-Power building. A set of stairs is northwest of the tanks.

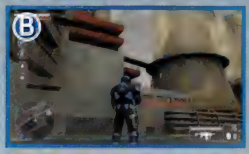
Take the stairs up to the walkway along the orange building's east side. At the top of the stairs, jump up to grab onto the pipes running overhead. Pull yourself up and make a running leap to the tank southeast of the pipes.



A pipeline connects the three storage tanks. Hop onto the pipeline and grab the Level 2 agility orb to the east.

Face west and run back along the pipeline. Jump to the low rooftop west of the tanks. Cross to the west side of the rooftop. Jump across the gap to collect the Level 2 agility orb on the section ahead.

Jump down from the west side of the rooftop. Continue west and follow the stairs down to a small structure. Hop onto the ledge to the south and jump back to the small structure. Pull yourself up to claim the next Level 2 agility orb.



Move to the intersection southeast of the Hi-Power building. Three large towers stand to the west of a gray and red structure. Four pipes run from the north side of the gray and red structure and follow the street to the west.

Climb up the pipes and jump to the lowest level of the gray and red structure. Face east and climb to the top of the structure.

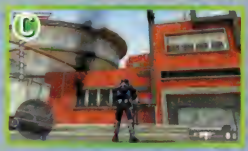
When you reach the top, collect the Level 2 agility orb from the top of the structure.

Face south. A walkway runs around a large tower. Jump down and follow the walkway south to a second gray and white structure. Hop onto the orange railing and jump to grab the top of the structure. Climb up and collect the Level 2 agility orb.

Jump back to the walkway and follow it to the south side of the tower. Jump across to the building south of the walkway to collect another Level 2 agility orb.

Face north and jump back to the walkway. Follow the walkway west until you reach a gray building south of the last tower.

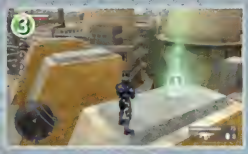
Hop across to the gray building and follow the rooftop west. Jump onto the pipe running out of the building to collect another Level 2 agility orb.



Move to the red, brick building west of the City Coaches complex. There is a large storage tank to the south of the building.

Use the black beams at the center of the building to climb to the top of the first level. Move west to the end of the rooftop. A second red building is ahead of you.

Jump across to the second red building and use the windows to climb to the top. Move to the west corner of the rooftop and pick up the Level 2 agility orb.



Head to the north corner of the rooftop and hop down to the building in front of you. There are five brick structures on this rooftop. Jump along the south side of structure in the center of the roof to grab another Level 2 agility orb.

Head to the loading area near the small factory north of the freeway. Face the north side of the factory and locate the stairs to the east.

Climb the stairs and jump onto the factory's east side. Hop onto the orange railing and jump up to the roof. Head west and collect the Level 2 agility orb from the south edge of the factory.

Move to the west side of the factory roof. Hop onto the block at the base of the smokestacks and make a running leap to the building ahead. Continue west and collect the Level 2 agility orb from the south edge of the rooftop.

Turn around and hop onto one of the large rooftop air conditioning units near the building to the north. Make a running leap to grab onto the ledge and pull yourself up.

As soon as you land on the rooftop, face west. There are five structures on the west side of the building. Jump up and grab the Level 2 agility orb in the southwest corner of the building. Hop across to get the second Level 2 agility orb to the north.

Jump to the white building to the north. Scale the wall to reach the top of the building. Cross the rooftop and collect the Level 2 agility orb from the building's northwest corner.

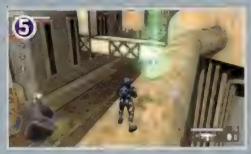
Move to the underpass just west of Hope Springs' industrial area. Face the building to the west. The building has red bricks along the base with a large, gray window frame along the east wall.

Jump to the top of the gray window frame and use the ledges above to scale the side of the building. Slide north to reach the first level of the building. Face south and climb to the level above. Grab the Level 2 agility orb.

Jump back down to the lower rooftop and move to the northwest corner of the building. Grab the level two agility orb on the other side of the ledge. Hop back onto the roof and face north.

Make a running leap to the blue building north of your current rooftop. Pick up the Level 2 agility orb located on the west side of the building.

Move to the east side of the roof and jump to the billboard attached to the lower level of the building. Collect the Level 2 agility orb and drop to the sidewalk below.



Run east to the building across the street. Climb the north side of the building until you reach the second rooftop. Jump onto the pipe that runs from the northeast corner of the building to claim another Level 2 agility orb.

Turn around and jump back down to the rooftop below. Three structures are located on this level of the building. Climb onto the structure in the center of the rooftop and grab the Level 2 agility orb.

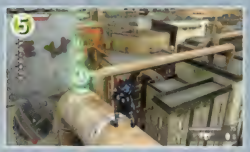
Move to the parking lot north of Hope Springs' industrial area. A red, brick building stands across the street to the west.

Use the windows to climb the east side of the red building. When you reach the top, cross to the northwest corner of the rooftop. Collect the Level 2 agility orb from the ledge.

Move to the stairs at the south side of the rooftop. Take the stairs down to the next building. Hop onto the ledge at the corner of the rooftop and jump up to the second level. Grab the Level 2 agility orb on the northwest corner of the rooftop.

Face west and jump down to the building below. Cross the rooftop and hop on the narrow pipe that extends past the west side of the building. Make a running leap to the gray building across the alley.

When you land, face north. Climb up the ducts to reach the building in front of you. Climb up another level and face west. Jump onto the pole on the side of the building to collect another Level 2 agility orb and drop to the ledge below.



Move north. Hop down to the lower level and jump across to next building. Face east when you reach the top. Climb onto the pipe at the east side of the building. Walk to the end of the pipe and grab the Level 2 agility orb.

Make a running leap to the pipes southeast of your position. Move south along the pipes to the next building. Jump down to the metal walkway east of the pipes. Cross to the east side of the walkway.

Head up to the stairs on the north side of the rooftop and face south. Make a running leap to the structure in front of you. Climb up to collect another Level 2 agility orb.

Move to the orange and blue building on the north edge of the area. There is a crumbling arch attached to the west side of the building.

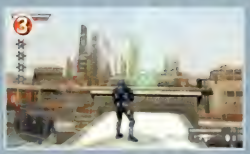
Use the balconies to climb up the south side of the building. Make a steered jump to clear the ledge at the top of the building and pull yourself up to the rooftop. Face east and collect the Level 2 agility orb from the ledge.

Move to the east side of the building and look down. A large duct runs across the buildings to the east. Jump across to the base of the duct. When you land, grab the Level 2 agility orb from the south edge of the rooftop.

Level 3 & 4 Agility Orbs

Move to the parking lot north of Hope Springs' industrial area. Face west toward the brick building across the street.

Use the windows to climb up the east side of the brick building. When you reach the top, face south. Collect the Level 3 agility orb from the southeast ledge of the rooftop.

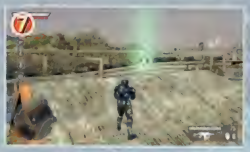


Face east and make a running leap to the building ahead. Move to the end of the rooftop and face north. Climb to the top of the duct and continue north to collect a Level 2 agility orb.

Turn back and hop off the east side of the duct to the building below. Move to the south edge of the rooftop and collect another Level 2 agility orb from the ledge.

Another large duct runs over the buildings to the east. Use the air conditioner on the west side of the building to make a running leap to the top of the duct. Head east to the end of the duct and grab the Level 2 agility orb.

Turn around and jump down from the south side of the duct. Head south across the rooftop to collect the Level 2 agility orb on the edge of the building.



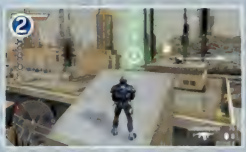
Face east. Run across the orange roof tiles and jump to the building ahead. Grab the Level 2 agility orb at the top of the roof.

Face north and jump up to the absorption unit ahead. Cross to the north side of the absorption unit to collect another Level 3 agility orb from the ledge.

Face west and make a running leap to the blue and white building across the alley. Climb up to the top of the building to grab another Level 3 agility orb.

Move to the Hi-Power building in Hope Springs' industrial area. Look for the sign on the south side of the building, just above its main entrance.

Climb up to the top of the sign and jump to the building's first level. Make a running leap to the rooftop east of the building's entrance.



A satellite dish is mounted on a small tower along the south side of the rooftop. Climb to the top of the tower and grab the Level 3 agility orb.

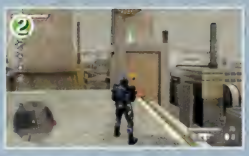
Face north and jump from the tower to the top of the Hi-Power building. Cross to the north side of the rooftop between two large smoke-stacks. Jump down to the level below to collect another Level 3 agility orb from the railing.

Hop back up to the upper level of the Hi-Power building. Cross to the building's northwest corner and face west. A gray building with a blue tile rooftop is in front of you.

Make a running leap west to the blue tile rooftop. When you land, follow to the ledge that runs around the rooftop to the southwest corner of the building. Collect the Level 3 agility orb from the ledge.

Move to the set of stairs west of the Hi-Power building.

Follow the stairs up to the west side of the Hi-Power building. There is a long column of windows and several black vents attached to the wall.

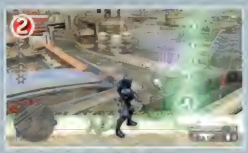


Use the vents to climb up the west side of the Hi-Power building. When you reach the top, jump onto the small structure on the roof's northwest corner. Face south.

Make a running leap to the tower at the southwest corner of the Hi-Power building. Collect the Level 4 agility orb from the south edge of the tower.

Move to the north edge of Hope Springs' industrial area. A large pipeline runs over the rocky terrain east of a long, gray wall. A large billboard is located just past the pipeline.

Jump over the wall and head east, under the large pipeline. Climb the rocks to the base of the billboard. There is a large bracket attached to the back of the billboard.



Jump up to the large bracket, then to the top of the billboard. Collect the Level 4 agility orb from the center of the billboard.

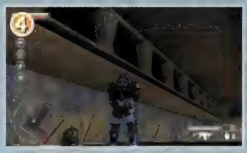
Hidden Orbs

Move to the bridge on the east side of Hope Springs' industrial area. Blue crossbeams run across the top of the bridge to the walkways that run across the sides. The bridge leads north, out of the industrial area.

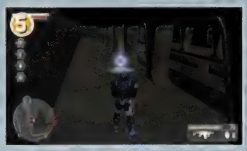
Climb to the top of the pillar at bridge's southwest corner. Jump to the white arch that runs along the side of the bridge. Follow the arch north to the center of the bridge. Face east and collect the hidden orb from the blue crossbeam.

Jump into the water off the east side of the bridge and face south. Swim back to the shore and hop up to the rocks near the water. Collect the hidden orb at the base of the bridge.

Climb the rocks north back up to street level. Jump over the gray wall that runs along Hope Springs' industrial area and move to the northeast corner of the City Coaches complex. A long, blue rooftop runs south along the road.

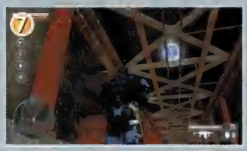


Hop down to the ground on the north end of the blue roof. Face south and head into the building. Look up to find the large, black walkway on the east side of the building.



Jump into one of the gaps along the walkway. Collect the hidden orb on the east side of the building.

Face north and move to the end of the walkway. Face west and follow the walkway to the outside of the building. Jump to the ground and locate the stairs to the southwest. Move past the stairs to the main structure's side entrance.

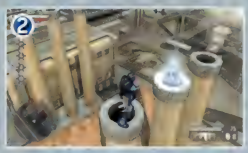


Enter the structure and look up. Orange rails are suspended from gray crossbeams. Jump through the gaps in the gray beams to collect the hidden orb south of the side entrance.

Turn around and exit to the north. Face west and run across to the fueling area on the other end of the large structure. Jump up to the walkway that runs along the west wall of the fueling area. Follow the walkway south and grab the hidden orb.

Move to the red, brick building west of the City Coaches complex. There is a large storage tank south of the red building.

Climb up the east side of the red building and cross the rooftop. Jump down from the west side of the roof to land on a set of stairs. Head north and collect the hidden orb just west of the stairs.



Follow the stairs south to the small factory past the storage tanks. Climb the east side of the factory to reach the roof. There are nine smokestacks divided into three rows. Jump up to the smokestack in the center of the roof to grab another hidden orb.

Face west and jump to the smokestacks in front of you. Jump across to the building west of the factory and face north. There is a walkway covered with blue beams running along the building's east side.

Jump across to the walkway. Collect the hidden orb located in the southwest corner of the covered area.

Move to the blue and yellow Tenement building at the base of the underpass, west of Hope Springs' industrial area. The building is covered with windows and has a fire escape that runs above the main entrance.

Climb the windows along the building's east side to reach the rooftop. Move west. Collect the hidden orb from behind the billboard attached to the west side of the rooftop.

Jump down to the ground on the west side of the building. Face north and move to the building on the northeast corner of the intersection. Climb the west side of the building to reach the first rooftop. Collect the hidden orb at the base of the building's second level.

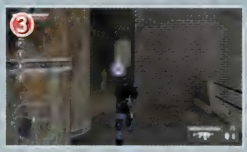
Jump from the east side of the roof to the street below. There is a brick wall covered in graffiti at the base of the building to the east. A large pipe runs above the brick wall.

Jump onto the brick wall and then to the pipe above. Hop up and grab the hidden orb on the north end of the large pipe.

Move to the north side of Hope Springs' city district. Find the set of stairs north of the small parking lot. The stairs lead down to tunnels that run below the streets.

Head to the bottom of the stairs and enter the tunnel to the south. Follow the path as it curves to the west and grab the hidden orb from inside the tunnel.

Exit the west end of the tunnel. Follow the building that runs along the north side of the alley. When you reach the end of the building, face north. Enter the tunnel at the north end of the alley and grab the hidden orb inside.



Follow the tunnel down to the water. Face west and follow the rail that runs along the water. The rail ends at the base of the bridge. Continue west to collect the hidden orb from the walkway that cuts through the base of the bridge.

Turn around and exit the walkway to the east side of the bridge. Two large pipes run along the wall to the north. There is an orange and blue building on the level above the pipes.

Use the pipes to climb up to the orange and blue building. Move to the building's northwest corner and jump up to the balcony above. Continue up the north side of the building and grab the hidden orb on highest balcony.

Hop back onto the ledge and use a steered jump to reach the roof above. Make a running leap to the large duct east of the building. Hop into the hole in the top of the duct and face west. Grab the hidden orb inside the large duct.

Move to the north side of the Hi-Power building. There is a sign that runs over the building's north entrance.

Jump up and climb to the top of the sign. Drop down between the sign and the building to grab another hidden orb.

Jump back down to the ground north of the Hi-Power building. Move north and jump over the railing to the water below. Face south and swim under the bars to a narrow enclosure. Jump up and grab the hidden orb floating above the water.

Swim out of the enclosure and head east to the rocks along the coast. A gray wall stands on the south side of the rocks. A chain-link cover runs above the gray wall.

Jump to the top of the wall and up to the chain-link cover. Drop from the north side of the cover and head east. Collect the hidden orb from under the stairs at the end of the wall.

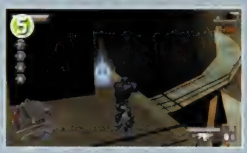
Move to the large complex on the west edge of Hope Springs' industrial area. This complex is just east of the large arch that separates the industrial area from the city district.

Begin at the southwest corner of the complex and head north around the base of the first building. The building extends over a small, covered area. There is black pillar and a set of stairs in front of a red, brick wall.

Pass between the set of stairs and the black pillar to the brick wall. Face south and collect the hidden orb from behind the pillar.

Face west and jump to the top of the brick wall. A large tower is in front of you. Head through the large hole at the base of the tower. Jump up to the walkway inside the tower to collect another hidden orb.

Head back outside to the area west of the tower. Four pipes run up the first level of a black building. Jump over the pipes to the first level. Grab the hidden orb on the small set of stairs at the edge of the building.



Jump off the east side of the building to the ramp that runs along the base of the tower. The ramp runs near a building south of the tower. Jump to the first level of the building. Collect the hidden orb from the northeast corner of the building.

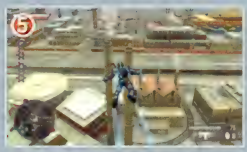
Move to the intersection southeast of the Griddex Industrial building. A number of pipes, vents, and walkways connect the buildings on each corner of the intersection.

Climb to the top of the building on the southeast corner of the intersection. A long pipe extends from the roof of the building to the complex across the street. Climb up onto the pipe and move east to the next building.

Climb onto the building at the east end of the pipe. A gray smokestack is in the center of the building. Climb up the side of the smokestack until you reach the top. Hop into the smokestack to collect a hidden agility orb.

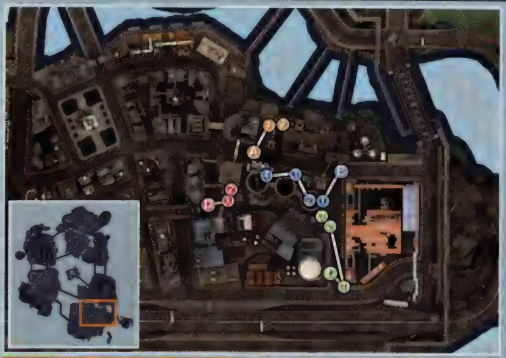
Jump back to the top of the smokestack and face north. Jump from the smokestack and activate your wingsuit. Use your wingsuit to gain altitude as you fly north along the street. Veer east to fly over the water toward the Hi-Power building.

Approach the Hi-Power building from the north. Steer toward the large smokestack on the west side of the rooftop. If needed, make a full lap around Hope Springs' industrial area to gain altitude and collect the hidden orb from the top of the smokestack.



Face south toward the three large towers. Jump from the smokestack and activate your wingsuit. Pass the between the towers and aim for the top of the two tall smokestacks. Glide down to collect the hidden orb inside the smokestack to the west.

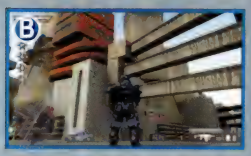
Hop back up to the top of the smokestack and face west. There is a large, gray smokestack on a building to the west. Jump off and use your wingsuit to fly to the top of the gray smokestack and collect the hidden orb from inside.



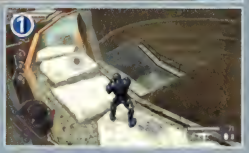
Move to the southwest corner of the Hi-Power building. A set of stairs leads up to the west side of the building.

Face the west side of the Hi-Power building. There is a column of windows and several black vents leading up to the roof.

Climb up the west side of the Hi-Power building to the roof above. Jump onto the rooftop structure on the west side of the rooftop. Collect the online orb from the top of the structure.



Move to the street at the southeast corner of the Hi-Power building. A gray and red building stands to the south. There is a large tower south of the building.



Climb up the west side of the gray and red building. When you reach the top, face the tower to the south. A walkway runs along the outside of the tower. Jump to the walkway and collect the online orb near the hole in the tower wall.

Move through the large hole on the east side of tower. Jump down the inside of the tower until you reach the freak lair below. The beacon drop zone is directly under the next tower, just west of your position.

Cross to the beacon drop zone and face north. Move to the pillar north of the beacon drop zone. Collect the online orb on the base of the pillar.

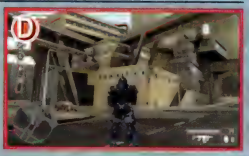
Hop back to the ground and head toward the west side of the freak lair. There is a crumbling platform west of the beacon drop zone. Hop onto the platform and collect the online orb.

Move to the west side of the City Coaches complex. There is a red, brick building on the west side of the street, across from the complex.

Move to the southwest corner of the City Coaches complex. Collect the **PCNN Reports** audio log from the sidewalk.

Head north along the street to the gray and red building west of the City Coaches complex. Red balconies run up the southeast corner of the building.

Use the balconies to climb to the top of the gray and red building. Collect the **Freak Watcher** audio log from the rooftop's northwest corner.



Move to the west side of Hope Springs' industrial area. There is a large complex east of the arch that divides the industrial area from the city district. Gray walkways extend to the second level of a building on the west side of the complex.

Go to the stairs at the southwest corner of the complex. When you reach the stairs, face north and climb up to the first level of building. The second level of the building is to the north. Two rows of windows run along the south side of the building.

Climb up to the second level of the building. Two pipes run off the east side of the rooftop. Collect the **Freak Watcher** audio log just south of the pipes.

Renegade Orbs

Move to the stairs north of the factory in the Hope Springs industrial area. The stairs lead to a walkway heading east.

Climb the stairs and follow the walkway around the storage tanks to the east. Follow a second set of stairs to a brown building. Jump up to the next level of the brown building and face east. There is a red building beyond two large smokestacks.

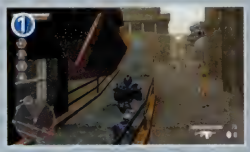
Climb onto the red building and move slowly to the east side of the rooftop. An agility renegade orb is located on the large storage tank in front of you.

Make a running leap to the top of the storage tank to engage the orb. The orb darts off the north side of the tank. As soon as you land, turn around and jump back onto the red building.

Move to the center of the roof and slowly approach the north edge of the red building. The renegade orb is holding its position near the absorption unit to the east.

Jump down to the rooftop and chase the agility renegade orb back toward the storage tank to the south. As soon as the orb begins to move, jump to the south and intercept the agility renegade orb in the center of the tank.

Move to the stairs southwest of the Hi-Power building. The stairs lead up to the three large tanks to the east.



Head to the top of the stairs to the ramp that runs outside of the first tower. Follow the ramp around the tower to the walkway connecting all three towers.

Follow the walkway east around the first tower. There is an agility renegade orb on the opposite side of the next tower. Run around the north side of the tower to engage the orb.

Chase the renegade orb around the south side of the third tower. Stay on the walkway as the orb moves over the buildings to the south.

As soon as the orb crosses the gray and red building east of the walkway, turn back and run along the walkway to the north side of the tower.

There is another gray and red building north of the tower. Jump toward the building to intercept the agility renegade orb as it races to the rooftop below.

Move to the area west of the Hi-Power building.

Climb the vents on the west side of the Hi-Power building to reach the rooftop. Run toward the center of the building to engage the agility renegade orb on the rooftop's south side.

The orb dives off the rooftop to the level below. Move past the orb's starting point and hook around to face the orb from the east. Run along the ledge to chase the orb west.

When you reach the west side of the building, the renegade orb returns to the rooftop. Stop near the southeast corner of the rooftop structure on the west side of the building. Cut the orb off as it curves across the top of the structure.

When the orb crosses back over the structure, move in to intercept. Jump up along the south side of the structure to catch the agility renegade orb as it travels back across the west side of the Hi-Power building.

Move to the intersection at the southwest corner of the Griddex Industrial building. A blue and white building stands on the northwest corner of the intersection.

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Climb the windows on the east side of the blue and white building. Stand on the base of the highest window to make a steered jump to the ledge above.

Jump up to the first level of the blue and white building. Face south and jump to the rooftop above. Move to the west side of the building and look down. An agility renegade orb is on the building to the west.

Jump down to the lower rooftop that runs along the north side of the building to engage the renegade orb. Follow the rooftop west and force the orb to cut back to the east.

Follow the renegade orb back up to the blue and white building. Cut off the orb at the north side of the rooftop.

As the orb retreats to the west, run south. Jump up to catch the agility renegade orb as it reaches the southwest corner of the rooftop.

Pull a peacekeeper cruiser into the parking lot north of Hope Springs' industrial area. Face west toward the parking lot entrance. There an alley directly across the street.

Drive into the alley across the street to engage a driving renegade orb. Follow the orb north, around the first corner.

Follow the orb north out of the alley. Make a left turn on the street ahead. As the orb darts into the ally on the south side of the street, follow the street west to the end of the block.

Make a left turn at the next street and head south. There is another alley between buildings on the east side of the street.

Make a wide left turn and accelerate into the alley on the east side of the road.

The orb is just inside the alley. As you approach, the orb cuts back and retreats east down the alley. Continue your acceleration to catch the driving renegade orb along the south side of a long, brown building.

Move north of the underpass in Hope Springs' city district. Pull your cruiser around to face the underpass and head south.

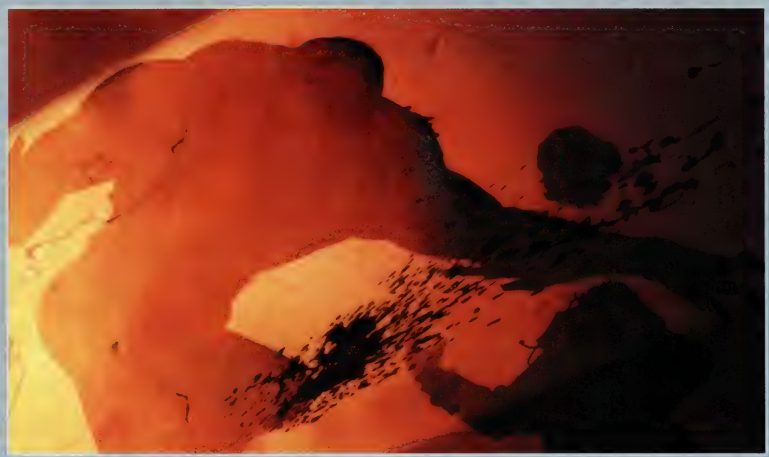
Follow the street south. Accelerate to reach the cruiser's top speed.

There is a driving renegade orb on the east side of the street. Move to the center of the street and grab the driving renegade orb as it darts to the west, across the intersection.

Move to the southwest corner of the City Coaches complex. Pull your cruiser around to face north.

Follow the street north. A driving renegade orb is at the north entrance to the City Coaches complex on the east side of the street.

Catch the driving renegade orb as it darts to the west at the end of the street.

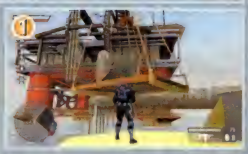


HOPE SPRINGS: ISLANDS

- Agility Orb 1
- Agility Orb 2
- Agility Orb 3
- Agility Orb 4
- Hidden Orb
- Renegade Agility Orb
- Renegade Driving Orb
- Story Orb
- Online Orb
- Hotspot

Agility Orbs

Move to the oil rig off the south coast of Hope Springs. A pipeline runs from the coast to the barge on the north side of the rig.



Head to the southeast corner of the barge. There is a set of metal stairs suspended above the water.

Climb onto the stairs and move south to the crane platform. When you reach the top of the stairs, follow the walkway around to the east side of the platform. Move south. Use the orange railing to cross the gap in the walkway.

Climb the stairs at the southeast corner of the walkway to reach the level above.

There is a brown structure at the top of the stairs. Use the vents on the structure's west side to reach the top of the crane platform. Face the stairs to the south.

Take the stairs south. Jump across the gap in the stairs to reach the drilling platform. When you reach the top of the stairs, face east. Jump up to grab onto the yellow beam. Follow the beam north and jump to the beam above.

Make a running leap north to the crane below. Grab the Level 1 agility orb and continue north to the end of the crane.

Hop down to the crane below. Collect the Level 1 agility orb at the north end of the crane.

Move to the entrance of the large complex off the coast of Hope Springs. There are brown buildings on either side of the entrance. A red crane runs above the complex. A ruined bridge runs from the entrance back to the coast.

Face the building on the north side of the entrance. Use the window to reach the top of the building. Move east along the roof and jump up to the brown shipping containers. Climb to the top of the containers and grab the Level 1 agility orb.

Make a running leap off the south side of the containers to the ledge across the street.

Move east across the ledge. Follow the ledge around a stack of shipping containers. Climb up the south side of the containers to collect the Level 1 agility orb at the top.

Face west toward another stack of brown containers. Make a running leap to the containers and climb to the top of the stack. Collect the Level 1 agility orb on the northwest corner of the stack, just east of the complex entrance.

Jump off the west side of the containers to the ledge below. Face south. There is a large rock east of the ledge. Climb up the south side of the large rock to grab the Level 1 agility orb on top.

Move to the street near the south side of the complex. Orange shipping containers sit in front of the building on the east side of the street.

Climb up the containers to the ledge above. Locate the building at the southeast corner of the complex. The building is surrounded by large, black rocks.

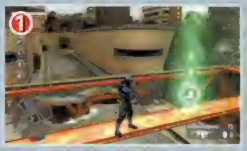
Climb up the windows on the west side of the building. Collect the Level 2 agility orb on the rooftop's west edge.

Move east along the north side of the rooftop. Jump down to the walkway on the north side of the building. Follow the walkway north to the next building.

Climb to the top of the building and grab the Level 2 agility orb on the west side of the rooftop.

Hop down from the rooftop's north side and continue to the next building. Climb up the south side of the building and collect the Level 2 agility orb from the west side of the rooftop.

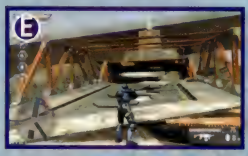
Move to the east end of the ruined bridge.



Jump up to the orange beams on the bridge section. Jump onto the orange beams just west of the complex entrance. Collect the Level 2 agility orb at the center of the beams.

Jump into the water and swim south to the small island west of the complex. There is a ruined shack on the island's north side.

Jump out of the water and climb up the rocks on east side of the small island. Move to the center of the shack. Face west and jump up to the shack's west wall. Climb up the inside of the shack and grab the Level 2 agility orb at the northwest corner.



Move to the west end of the ruined bridge on the east coast of Hope Springs. There is a small structure on the support beams at the end of the bridge.

Climb up to the base of the structure. It is supported by a thin frame.

Jump up and grab hold of the frame. Climb up to the center of the frame and grab the Level 2 agility orb.

Move to the barge on the north side of the oil rig. The cabin runs across two red smokestacks at the south end of the barge.

Jump onto the ledge on the west side of the barge. Move south and climb up to the smokestack east of the ledge. Jump across to the cabin and face the antenna on top of the cabin.

Move to the north side of the antenna. Climb up and collect the Level 2 agility orb at the top of the antenna.

Hidden Orbs

Move to the southwest corner of the barge. Face south toward the base of the crane platform.

Jump into the water and swim south under the crane platform. Cross to the platform's south side. Jump up and grab onto the blue beam near the southwest corner at the base of the crane platform.

Face north and jump up to the pipes running above the water. Collect the hidden orb at the west end of the pipes.

Move to the stairs on the north side of the drilling platform.

Use the yellow beams at the top of the stairs to reach the absorption unit at the top of the platform. Face south. There is a set of stairs on the west side of the drilling tower.

Climb the stairs around to the south side of the drilling tower. Jump up along the beams on the side of the tower.

Grab the hidden orb at the top of the drilling tower.

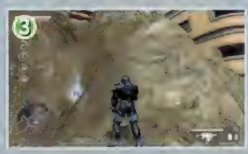
Climb down from the tower and move to the east side of the drilling platform. Face south and locate the duct that runs along the side of the platform.

Jump down to the duct. Follow the duct around the southeast corner of the drilling platform. Drop down and hang from the south edge of the duct. Let go and grab the ledge to the west to collect the hidden orb.

Move to the south side of the island complex. Face the buildings to the east. Large rocks run around the south side of the buildings.

Climb onto the first building and jump south to the rocks. Move across the rocks south of the complex. Collect the hidden orb from the rocks at the southeast corner of the building.

Face north and climb to the top of the building. Jump from the north side of the building to the walkway below. Jump onto the rocks east of the walkway.



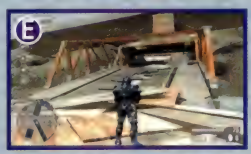
Follow the rocks north around the small building. When you reach the north edge of the building, face east. Jump down and collect the hidden orb from the rocks near the northeast corner of the small building.

Jump into the water and swim to the small island east of the complex.

Swim to the north side of the small island and climb up. Collect the hidden orb from the rocks on the east edge of the small island.

Move to the street in the center of the island complex. Locate the base of the red crane that runs across the island.

Approach the crane from the east and climb to the top. Move to the crane's south end and collect the hidden orb near the gray counterweight.

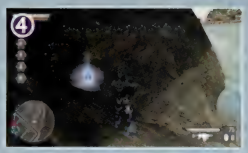


Move to the west end of the ruined bridge off the coast of Hope Springs.

Jump into the water and swim under the bridge. Hop out of the water and grab the hidden orb beneath the ruined bridge.

Jump back in the water and swim south along the coast toward the oil rig. Watch the coast for a freeway support column at the edge of the water.

Jump onto the rocks at the base of the column. Head southwest until the rocks reach up to the underside of the freeway.

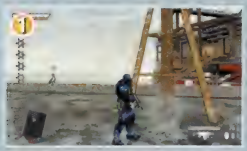


Move around to the west side of the rocks to grab the agility orb under the freeway.

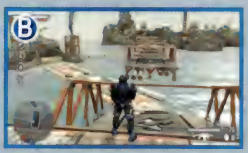
Online Orbs, Audio Logs, and Renegade Orbs

Move to the barge on the north end of the oil rig. A pipeline runs under the cabin of the barge.

Continue south to the drilling platform. Climb up to the walkway at the top of the platform. Collect the online orb on the west side of drilling platform.



Follow the pipeline south to the cabin. Jump up and collect the online orb at the base of the antenna.



Move to the west side of the ruined bridge. There is a floating walkway just off the east coast of Hope Springs.

Jump to the stairs off the south side of the barge and move onto the crane platform. Climb to the base of the cranes and collect the online orb on the platform's east side.

Jump onto the floating walkway and face east. There is a section of the ruined bridge ahead of you.

Jump from the east side of the floating walkway and grab the online orb from the ruined bridge.

Move to the south side of the island complex, near the base of the red crane.

Move to the south edge of the island and collect the online orb at the end of the street.

Turn around and climb up to the base of the red crane on the west side of the street. Climb to the top of the crane and head north.

Follow the crane to the top of the tower on the north side of the island.

Climb down the inside of the tower to the freak lair below. Jump up to the walkway that circles the beacon drop zone.

Follow the walkway to the pillar northwest of the beacon drop zone. Jump up to the platform above you to collect another online orb.

Move to the base of the red crane near the center of the island complex.

Face west and move to the rocks that run along the south side of the ledge.

Climb up the rocks to the trees above. Collect the **Freak Watcher** audio log from the grass at the center of the trees.

Swim to the boat landing on the west side of the island complex. Stairs lead up from the water to the tunnel above.

Climb the stairs to the tunnel. Jump up to the tunnel entrance and climb to the ledge above.

Run north to engage the renegade orb at the end of the ledge. Hop down from the east side of the ledge as the orb moves over the stacks of brown shipping containers.

Run along the south side of the shipping containers to get ahead of the orb as it crosses over them. The orb cuts back to the west.

Chase the orb west. Jump up and intercept the agility renegade orb as it returns to the ledge.

HOPE SPRINGS: NORTH

- 1 Agility Orb 1
- 2 Agility Orb 2
- 3 Agility Orb 3
- 4 Agility Orb 4
- Renegade Agility Orb
- Renegade Driving Orb
- Hidden Orb
- Story Orb
- Online Orb
- A Hotspot

Level 1 & 2 Agility Orbs

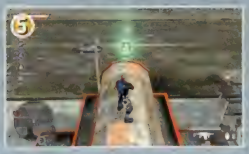
Move to the street that runs along the south side of the refinery. There is a long strip of buildings just north of the water. Locate the bar at the west side of the strip.

Climb up the west side of the bar. Grab the Level 1 agility orb from the northeast corner of the building.

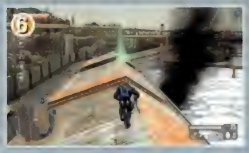
Face east and make a running leap to the next rooftop. Collect the Level 1 agility orb on the ledge to the north.

Move to the east side of the rooftop and hop down to the ground below. Climb the red building to the east and grab the Level 1 agility orb from the top of the sign.

Face east and jump across to the next rooftop. A large, brown pipe runs from the east side of the building. Cross the pipe to the large sign. Jump up and collect the Level 1 agility orb from the top of the sign.



Hop back down to the sign and follow the pipe east. Jump across to the next building. Grab the Level 1 agility orb from the north side of the rooftop and hop down to the ground.



Follow the street east to the next building. Climb the windows on the building's north side to reach the roof above. Run east across the roof to collect another Level 1 agility orb.

Move to the entrance on the south sive of the refinery. A large, blue sign is above the entrance.

Climb onto the wall on the west side of the entrance. Jump to the building just past the wall. Jump up to the base of the sign. Climb to the top of the sign and grab the Level 1 agility orb.

Drop down from the sign and head to the west side of the refinery. There is a row of red buildings to the north. Find the stairs just north of the first building.

Head up the stairs and face south. Climb up to the first level of the building in front of you. Face north and make a running leap to the next building. Climb to the top of the building and grab the Level 1 agility orb.

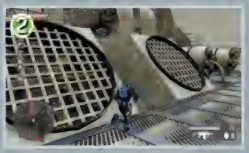
Face north and drop down to the rooftop below. Make a running leap to the next building and climb onto the first rooftop. Move to the east side of the roof and face west. Climb to the top of the building and grab the Level 1 agility orb.

Jump from the west side of the rooftop to the water below. Swim north until you reach the pipeline at the northwest corner of the refinery. There is a low ledge west of the pipeline.

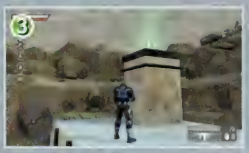
Swim under the pipeline and hop up to the ledge. Move north and jump back onto the pipeline. Run south up the pipeline. Two large machines sit to the east. Jump across to the second machine. Climb to the top and grab the Level 1 agility orb.

Move to Mason's Quarry east of the refinery. Locate the stone pile in the northeast corner of the quarry.

Climb up the east side of the stone pile. Move west across the ramp at the top of the stone pile.



When you reach the top of the ramp, follow the walkway south. There are two large fans on the east side of the walkway. There is a ramp between the fans.



Follow the ramp east to a large, metal structure. Climb up the black bars on the west side of the structure. Collect the Level 1 agility orb from the top of the structure.

Move to the structure's east side and jump down to the ramp below. Continue east to the structure at the end of the ramp. Climb up the girders to the top of the structure and grab the Level 1 agility orb on the pipe.

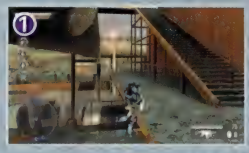
Move to the observatory north of Mason's Quarry. There is a set of stairs on the east side of the observatory.

Follow the stairs up to the roof of the observatory. A large dome is at the top of the stairs.

Jump up the side of the large dome to reach the top. Collect the Level 1 agility orb.

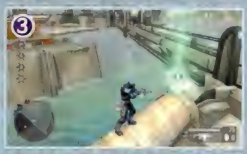
Climb back down the east side of the large dome. Move to the small dome at the southeast corner of the observatory. Jump up to the top of the dome to collect another Level 1 agility orb.

Move to the northeast corner of the refinery. Face the gap between the two brick buildings. A large pipe runs over two white tanks.



Jump up between the tanks to reach a set of stairs to the west. Move up to the top of the stairs. Face east and head up the next set of stairs.

Jump onto the large pipe over the white tanks. Follow the pipe east to the end of the buildings and face north. A smaller pipe runs along the east side of the building.



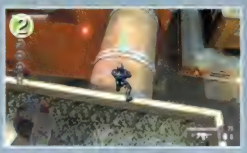
Jump across and follow the pipe north. The pipe dips down and extends past the building. Hop down and grab the Level 2 agility orb at the end of the pipe.

Face south and climb back to the upper level of the pipe. Face west and jump up to the roof of the building. Move to the building's north side and jump down to the pipe below.

Follow the pipe west. Drop down and grab the Level 2 agility orb as the pipe dips around the corner of the building.

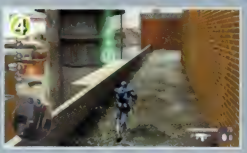
Move to the brick buildings on the east side of the refinery.

Approach the buildings from the south and head north up the stairs. A pipe runs along the building in front of you. Use the pipe to reach the windows above. Jump from the windows to reach the pipe near the top of the building.



Climb to the rooftop above. Cross to the northwest corner of the building. A large pipe runs from the west side of the building. Hop down and grab the Level 2 agility orb.

Follow the pipe west to the next building and climb to the rooftop. Move to the south side of the building to collect another Level 2 agility orb.

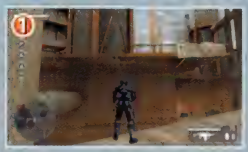


Move to the west side of the rooftop and jump across to the next building. Collect the Level 2 agility orb from the south side of the rooftop.

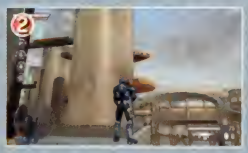
Continue west to the end of the rooftop. Jump up and climb to the level above. Grab the Level 2 agility orb on the north side of the building.

Jump from the east side of the rooftop to the level below. Head back to the south side of the building to grab another Level 2 agility orb.

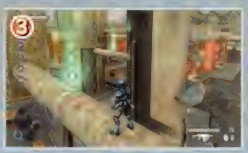
Move to the south side of the refinery. There are three short smokestacks north of the main entrance. A large pipe runs just above the base of the smokestacks.



Move northwest to the base of the first smokestack. Climb the base and jump up to the large pipe on the east side of the smokestack. Use this pipe to reach the walkway to the north.

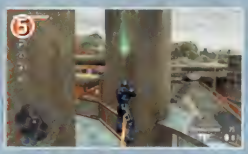


Follow the walkway around to the west side of the first smokestack. Face west and jump up to the ledge above. Move to the southwest corner of the building and face east. Two walkways run around the smokestack in front of you.

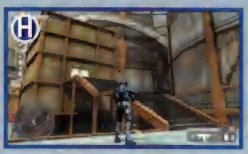


Run east across the ledge and jump to the lower walkway. Jump up and grab hold of the walkway above you. Follow the walkway to the north side of the tank. Grab the Level 2 agility orb from the pipe at the end of the walkway.

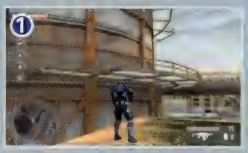
Face east and make a running leap to the next smokestack. Pull yourself up and jump to the walkway above. Follow the walkway to the north side of the smokestack. Grab the Level 2 agility orb from the pipe at the end of the walkway.



Move across to the walkway at the north end of the pipe. Jump onto the orange railing and locate the orb to the east. Make a running leap from the railing to grab the Level 2 agility orb from the pipe across the way.



Move to the five storage tanks east of the refinery entrance. On the north side of a metal walkway are some stairs.



Follow the stairs north and climb to the top of the brown building. Turn around and face the storage tank to the south. There is a walkway running around the tank.

Jump up to the walkway and face north. Follow the walkway up to the top of the tank and face east.

Make a running leap across to the next tank, then another to the building beyond. Climb up to the rooftop and face south. Collect the Level 2 agility orb on the west side of the rooftop.

Move to the west side of the refinery. Face north toward the red and orange buildings.

Use the windows on the south side of the orange building to reach the rooftop above. Face west. There is a door on the east side of the next building.

Jump use the top of the door to reach the roof of the red building.

Move to the south side of the rooftop and collect the Level 3 agility orb from the ledge.

Face east and move to the edge of the rooftop. Jump down and grab the Level 3 agility orb on the ventilation duct.

Move to the refinery's east side. Locate the stairs west of two white tanks.

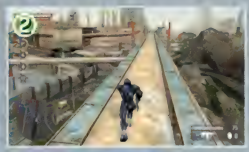
Head west up the stairs and face north. Small pipes run along the side of a large pipeline. Use the small pipes to climb up to the platform above the pipeline.

Make a running leap north and pull yourself up to the rooftop. Move to the structure on the northeast corner of the building. There is a gray antenna on top of the structure.

Climb up to the antenna. Approach the antenna from the north side and climb up to claim the Level 3 agility orb above.

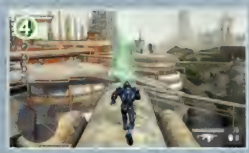
Move to the intersection south of Mason's Quarry. There is crumbling wall on the east side of the intersection. A large pipeline runs up to the refinery.

Climb up the east edge of the wall and jump to the pipeline above. Collect the Level 3 agility orb at the top of the pipeline.



Face north and follow the pipeline up toward the refinery. Watch the west side of the pipeline for the small pipe that runs above the street.

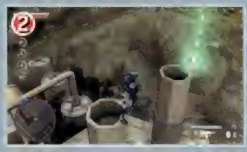
Jump from the pipeline and collect the Level 3 agility orb. Face east and make a running leap back to the pipeline.



Continue north toward the refinery. Collect the Level 3 agility orb at the end of the pipeline.

Move to the entrance to Mason's Quarry, east of the refinery.

Pass through the entrance and face south. A large sign is mounted on a chain-link fence. Hop through the gap at the bottom of the fence and face east.



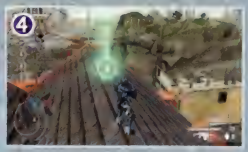
Climb up the west side of the building to the smokestacks above. Climb to the top of the smokestacks and collect the Level 3 agility orb.

Move to the large building at the south end of the quarry. There are two windows on the southwest corner of the building. Locate the stone pile west of the windows.

Hop onto the stone pile and jump up to the windows. Climb up to the ledge above.

Move to the ramp that runs along the north side of the building.

Follow the ramp around the northeast corner of the building. Face west and jump into the dark enclosure in the side of the building. Make a steered jump to the ledge above.

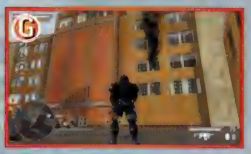


Jump up to the roof above. Cross the roof and grab the Level 3 agility orb.

Move to the two white tanks in the southeast corner of the quarry.

Move around to the rocks just east of the tanks. Climb north to the top of the rocks and face west. Make a running jump to the tank in front of you.

Face south and jump across to the second tank and grab the Level 3 agility orb.

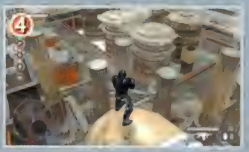


Move to the buildings along the north side of the refinery.

Climb the windows along the north side of the building. When you reach the top, turn around and locate the large tank south of the buildings. Move across the rooftops to a position just northeast of the tank.

Make a running leap to the walkways that circle the tank.

Climb up the walkways to reach the top. There is a large pipe that runs down the east side of the tank. Hop onto the pipe and grab the Level 4 agility orb.



Move to the end of the pipe. There is a row of tall smokestacks beyond the end of the pipe.

NOTE

The next two steps require a Level 5 Agility skill.

Make a running leap to the smokestack southeast of the pipe. When you land, face southwest.

Leap across the smokestacks to collect another Level 4 agility orb.

Hidden Orbs

Move to the freeway at the southwest corner of the refinery.

Jump off the north side of the freeway to the water below. Swim under the freeway and follow it east to a brick wall. Hop out of the water to grab the hidden orb east of the orange support beams.

Face south and jump back into the water. Follow the brick wall southeast to a second freeway. Swim under the freeway and face north. Jump up to grab the hidden orb above the water.

Swim to the blue arches just past the freeway. Swim east through the first arch to find a row of pipes on the north edge of the water.

Swim east under the pipes. When you reach the fourth pipe, face north. Jump out of the water and grab the hidden orb east of the pipe.

Move to the intersection at the southeast corner of the refinery.

Hop onto the ledge and look down. Drop down to collect the hidden orb below.

Move north along the wall until you reach the tunnel that runs under the refinery. Head north through the tunnel and grab another hidden orb. Continue moving north.

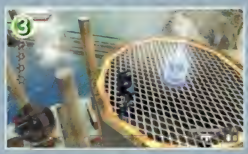
Exit the north end of the tunnel and face west. Collect the hidden orb from under the set of metal stairs.

Face north and jump into the water. Swim across to the bridge leading to Agency Island. Jump up to collect the hidden orb from the support column at the east end of the bridge.

Move to the large tank on the refinery's west side.

Climb up to the pipe at the top of the tank. Face east. There is a tall smokestack with rings running up its side.

Aim at the smokestack and jump off the north side of the pipe. Activate your wingsuit and dive toward the ground and swoop back up to the smokestack. As you approach the smokestack, deactivate your wingsuit and grab hold of the rings along its side.



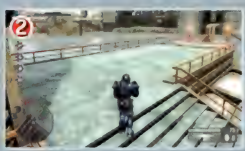
Climb to the top of the smokestack and collect the hidden orb above.

Face the smokestack to the northwest. Make a running leap to the top of the smokestack.

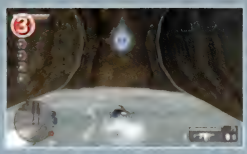
Face west. Make a running leap to the next smokestack and collect another hidden orb.

Move to the northwest corner of the refinery. There is a large metal frame around the base of two large machines.

Hop down into the northwest corner of the metal frame. Move to the northeast corner of the machines and grab the hidden orb.



Turn around and jump back out to the northwest corner of the machines. Move to the metal platform to the west. There is a valve at the north end of the platform.



Move past the valve and jump of the north side of the platform. When you land in the water, swim south. Jump up to grab the hidden orb above the water.

Move to the intersection south of Mason's Quarry. Face the crumbling wall on the west side of the intersection.

Head to the southwest corner of the intersection and jump down to the rocks below. Follow the rocks west to the pipes that run down from the street above. Grab the hidden orb under the pipes.

Face north and jump back up to the street. Hop over the crumbling wall and follow the street north.

When you reach the refinery, locate the tunnel on the east side of the street. Head east through the tunnel to the area below.

When you exit the tunnel, face west. Locate the three pipes just south of the tunnel.

Head west to the pipes and collect the hidden orb just south of the tunnel.

Move to the entrance to Mason's Quarry. There are several large stones along the north side of the entrance.

Jump onto the wall north of the quarry entrance. Jump along the rocks until you reach the top of the hill. Face north and move along the west side of the quarry.

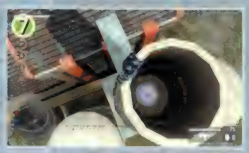
Make your way north across the hill. When you reach the north side of the quarry, look for the patch of trees on the west side of the hill.

Jump down and move to the north edge of the trees. Face east and grab the hidden orb from the rocks in front of you.

Climb the rocks back up to the top of the hill and move to the northwest corner of Mason's Quarry. There is a series of ramps that run up the side of a large, white chute.

Climb up the west side of the chute and grab the hidden orb inside.

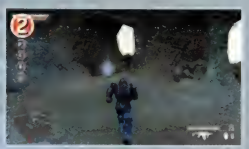
Move to the building at the south end of the quarry.



Climb to the top of the building. Move to the smokestack at the south edge of the rooftop. Climb to the top of the smokestack and collect the hidden orb inside.

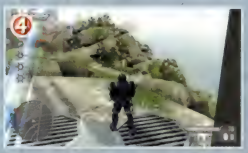
Move to the large stone pile at the north end of Mason's Quarry. Face north. There are three ledges cut into the side of the hill. There are large stones at the base of each ledge.

Move north. Use the large stones to climb up to the second ledge. Follow the ledge around the east side of the quarry. There is a cave located at the end of the ledge.



Enter the cave and run east. The cave opens up to the east side of the hill. Collect the hidden orb at the north end of the opening.

Face west and head back to the quarry. Exit the cave and locate the rocks running up along the south side of the cave entrance.

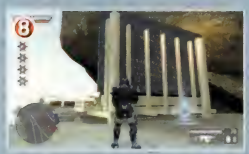


Climb the rocks and head east. Make your way to the absorption unit at the top of the hill. Look for the trees north of the absorption unit.

Move to the pile of rocks at the center of the trees. Collect the hidden orb from the south side of the rocks.

Move to the east edge of the hill and face north. A path runs along the side of the hill. Run north along the path until you reach a pile large pile of rocks. Find the hidden orb near the center of the pile.

Climb over the pile of rocks and continue north along the path. There are three large stones just east of the path. Grab the hidden orb from between the stones.

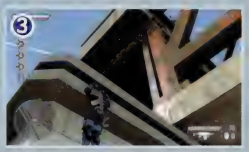


Face south and move to the edge of the hill. Look down at the freeway below. The freeway runs into a tunnel on the hill's east side. Drop down to the top of the tunnel. Grab the hidden orb north of the blue billboard.

Move to the large bridge south of Mason's Quarry. Approach the bridge from the north. Three structures are located on top of red support beams.

Hop onto the red beam and run up to the first structure. Climb onto the structure and continue south to the structure at the center of the bridge.

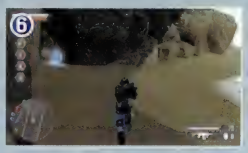
Jump onto the white crossbeams at the base of the structure. Make a steered jump to the rooftop above. Collect the hidden orb at the center of the rooftop.



Drop down to the bridge and continue south. Head to the next structure and move onto the gray column at the southeast corner of the bridge. Drop down and grab onto the ledge on the north side of the column.

Slide west along the ledge. When you reach the end of the ledge, jump down to the platform at the base of the column. Collect the hidden orb under the bridge.

Jump off the north side of the platform. Swim to the east side of the rocks ahead. Follow the rocks north along the east side of the bridge.



Follow the rocks back to the coast. Hop out of the water and grab the hidden orb to the north.

Follow the coast north to the large stone east of the freeway tunnel.

Swim around the stone and face west. Collect the hidden orb on the north side of the stone.

Move to the freeway east of the observatory. Stand at the north end of the tunnel and look to the west. A small road runs under the freeway.

Online Orbs, Audio Logs, & Renegade Orbs

Jump from the east side of the freeway to the small road. Head west under the freeway and face north. Jump down to the rocks under the freeway and grab the hidden orb.

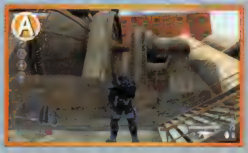
Climb back up and follow the road west. The road winds its way to a large suspension bridge.

Follow the road under the bridge and face south. Follow the grass around the west side of the bridge to collect another hidden orb.

Jump up onto the bridge and head north to the first suspension tower.

Jump up to the beam that runs across the suspension tower. Move to the west end of the beam and jump up to the cables.

Climb to the top of the cables and jump back to the tower. Collect the hidden orb at the top of the suspension tower.



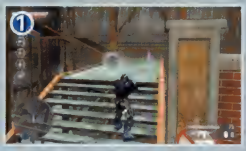
Move to the northwest corner of the refinery. Locate the stairs west of the two large machines.

Climb to the top of the stairs and face south. Jump up and climb onto the structure in front of you and collect the online orb west of the large machines.

Jump down to the pipeline east of your position. Follow the pipeline south to the red, brick building. Face east and follow the pipeline across the side of the building.

Collect the online orb from the platform at the end of the pipeline.

Move to the entrance on the south side of the refinery. There is a set of stairs on the east side of the entrance.



Move to the stairs and collect the online orb from the metal walkway.

Move to the street east of the refinery. Locate the tunnel across from the refinery entrance. A strip of concrete has collapsed into the tunnel.

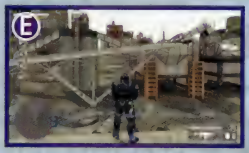
Run east up the strip of concrete and collect the online orb on top of the tunnel.

Head east across the tunnel and jump down to the path below. Follow the path north to another tunnel.

Jump up onto the tunnel entrance to collect another online orb.

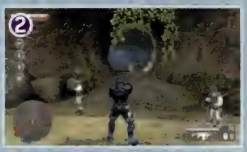
Move to the entrance to Mason's Quarry. There is a small building on the south side of the entrance.

Jump onto the small building and collect the online orb from the rooftop.



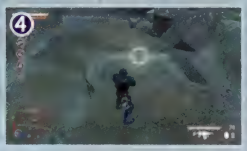
Move to the north end of Mason's Quarry. Face the large structure to the south.

Collect the online orb from the small pile of rocks just north of the structure.



Turn around and face the three ledges to the north. Climb up to the second ledge and move east. Follow the ledge to the cave in the quarry's northeast corner.

Enter the cave and drop down to the freak lair below. When you land, run northeast past the beacon drop zone.



Locate the stone platform northeast of the beacon drop zone. Jump onto the platform and collect the online orb.

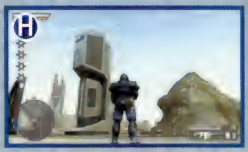
Move to the intersection south of Mason's Quarry. A large freeway interchange is east of the intersection.

Run east down the middle of the street. Stay on the yellow line and collect the online orb at the end of the street.

Move to the buildings on the north side of the refinery.

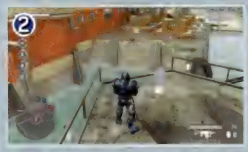
Climb up the windows on the south side of the buildings. When you reach the rooftop, head west across the rooftops.

Make your way to the west edge of the rooftops and collect the **Catalina Thorne** audio log.



Move to the guard tower northwest of the refinery. There is a small hill east of the guard tower.

Run north past the guard tower and climb up the hill's west side. When you reach the top, face southeast.

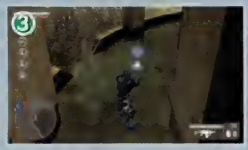


Make a running leap to the top of the guard tower. Collect the **Surveillance** audio log on the platform's south edge.

Move to the observatory north of Mason's Quarry. There is a set of stairs on the building's east side.

Go up the stairs and continue south along the green, tile walkway.

Move around the southeast corner of the observatory and follow the walkway west.



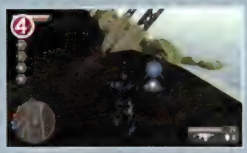
Collect the **Whistleblower Files** audio log from the walkway at the west side of the observatory.

Move to the south side of Mason's Quarry. A large sign is attached to a chain-link fence just east of the quarry entrance.

Hop through the gap under the sign and move west to the edge of the quarry. Collect the **Freak Watcher** audio log north of the chain-link fence.

Turn around and hop back through the gap under the sign. Move to the south edge of the quarry and look down. There is a billboard located on a large rock formation.

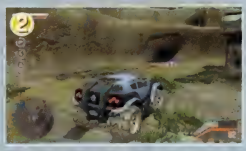
Jump down and climb the rock formation to the base of the billboard. Continue across the rocks to the north end of the formation. Look up to find a ledge running under the freeway.



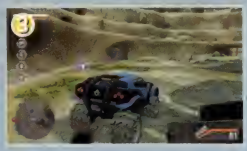
Jump to the ledge and pull yourself up. Follow the freeway north and collect the **Whistleblower Files** at the end of the ledge.

Drive an Agency SUV around to the northeast corner of Mason's Quarry. Pull up between the row of small buildings and face southwest toward the driving renegade orb.

Accelerate your SUV to engage the renegade orb. Follow the orb around the south side of the large structure.



Chase the orb to the southwest corner of the large structure. Follow the orb north.



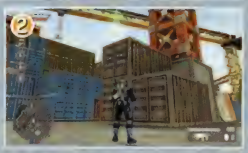
As you approach the structure's northwest corner, make a hard turn to the east. Intercept the driving renegade orb as it cuts south toward the structure.

HOPE SPRINGS: SOUTH

Agility Orb 1
Agility Orb 2
Agility Orb 3
Agility Orb 4
Renegade Agility Orb
Renegade Driving Orb
Hidden Orb
Story Orb
Online Orb
Hotspot

Level 1 Agility Orbs

Locate the stacked shipping containers just south of the main entrance to the docks. This stack is a mix of brown, yellow, and red containers. There is a red crane directly above it.



Another Level 1 agility orb is located on a small stack of brown containers at the base of a red crane. Jump to the ground and climb the north side of this stack to claim your next agility orb.

Approach the containers from the east and climb the three levels to the top. Collect your first Level 1 agility orb and look down to the west.

Slip around the base of the crane and look to the west. Jump across to the next Level 1 agility orb located on the containers in front of you.

The next agility orb is to the southwest, but a direct leap may not be possible. Face southeast and jump across to the blue shipping containers. When you land, follow these containers west and jump up one more level. Collect your fourth Level 1 agility orb on the north edge of this platform.

Head southwest and jump across to the cluster of red containers in front of you. Collect the next Level 1 agility orb on the blue containers to the south.

Move to the large stack of yellow shipping containers off the northwest corner of Container City. With a maximum height of five containers, this structure provides a series of levels that can be used to reach the top.

Climb up the east side of the structure by jumping up one container at a time. Grab the Level 1 agility orb once you've reached the top of the stack.

Return to ground level and head south to a small group of triple-stacked containers. Use the blue containers at the bottom of the stack to reach the Level 1 agility orb located on the single brown shipping container.

Run south to a similar stack of shipping containers. Again, use

the blue containers at the base of the stack to reach the Level 1 agility orb above.

Face east and make a running leap to the explosive barrel in the open, blue shipping container. Jump back out of this container, steering toward one of the open doors. Jump to the top of the container door, and then again to the Level 1 agility orb on the container above.

Follow the blue containers to the south to grab another Level 1 agility orb.

Hop to the ground and continue south to the large stack of yellow containers near the red, waterside crane. Climb the stack from the north side to reach the Level 1 agility orb at the top of the structure.

Locate the single red shipping container near the large cranes on the south end of the docks.

Jump onto the red container and make a running leap across to the Level 1 agility orb on the blue containers just to the north.

Head to the large stack of yellow containers southeast of your current location. Hook around the stack to scale the containers from the east side. Grab the next Level 1 agility orb when you reach the top of the stack.

Hop back down to ground level and head east to the base of the yellow crane. Use the single, yellow container to reach the next Level 1 agility orb.

Move on to the stack of red containers to the south. Use the east side of the stack to reach the top of the structure and claim another Level 1 agility orb.

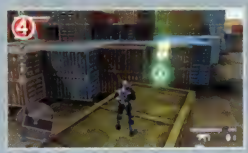
Continue on to the large stack of brown containers to the east. Approach the stack from the south to climb up to single, red container on top. Collect the Level 1 agility orb and return to ground level.

Look for the yellow, double-stacked containers east of Container City. These containers are near another large, brown stack. A yellow crane runs directly over them.

Climb the double-stacked containers to quickly grab a Level 1 agility orb.

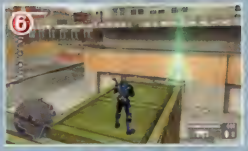
Make a running leap to the blue containers northwest of your current position. Jump up one more level to claim another Level 1 agility orb just outside of the Container City entrance.

Hop down to the ground and head east to the stack of yellow containers directly across from the entrance to Container City. Hook around to the far side of these containers. Climb up and grab the Level 1 agility orb on the top of the stack.



Hop down to the ground and head north to the yellow, double-stacked containers. Jump up to the top of the stack to collect the next Level 1 agility orb.

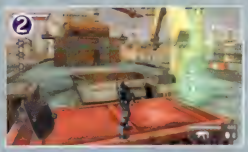
Make a running leap to the mass of shipping containers west of your current location. Head around the north side of the large, gray stack of containers. Jump onto the blue container, face south, and make another jump to the red container in front of you. Finally, jump onto the stack of gray containers to collect the Level 1 agility orb.



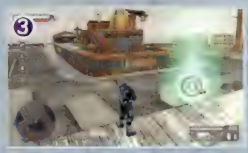
Get back to ground level north of your current position and continue on to the large stack of yellow containers. Climb to the top of the stack to grab another Level 1 agility orb.

Move to the large ship located on the west side of the docks. Two gangways offer easy access to the deck of the ship. Head up to the deck to continue collecting Level 1 agility orbs.

Once on board the ship, climb the containers just in front of you to collect another Level 1 agility orb.



Cross along to the west side of the ship, and climb another cluster of containers. Jump up to the red container to collect another Level 1 agility orb. Leave the ship and head north to the small, two-door garage.



Scale the garage using the windows on the north side of the building. Once you've reached the top of the highest window, jump slightly away from the building to clear the lip of the roof and quickly turn back to grab hold. Pull yourself up and cross the roof to collect the last Level 1 agility orb in this area.

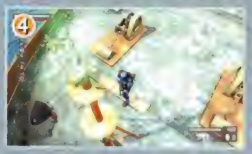
Level 2 Agility Orbs

Begin on the roof of the small building attached to the two-door garage near the docks' west entrance. With a Level 2 Agility skill, this rooftop can be easily reached with a single jump on the north side of the building.

Make a running leap to the building south of your current position. Jump onto the raised portion of the rooftop to collect your first Level 2 agility orb from the southwest corner of the building.

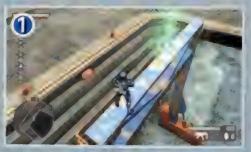
Hop down to ground level and head south to the yellow crane. Pass the yellow crane on the east side of its base. Jump up and grab hold of the ramp that runs along the building directly in front of you. Follow the ramp around to the north side of the building. Use the windows to scale to the top and claim another Level 2 agility orb.

Move on to the building just south of your current location. Jump to the east side of this building to land on another ramp. Use the windows along the side of the building to reach the top. Collect the Level 2 agility orb from the small, rooftop structure.



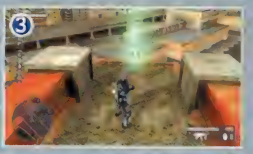
Jump down to the ground and head to the docked ship. Use the gangways to board the ship and follow the stairs up to the elevated section of the southern deck. Climb the antenna at the end of the ship to collect another Level 2 agility orb. The antenna can be tricky to scale, so be sure to steer your jumps to avoid overhead obstacles.

Locate the large, yellow structure at the north end of the docked ship. Use the stairs on either side of the deck to reach this area. Face north and position yourself near the railing that runs along this level of the ship.



Make a running leap across to the blue girders just past the railing. Steer your jump to land safely on this structure and collect a Level 2 agility orb.

Drop back down to deck level and head south along the ship. Use the stairs on either side of the deck to climb back to the upper levels. Climb the large antenna tower located on the highest level of the ship. Scale the tower from the west side to avoid overhead obstacles. Claim the Level 2 agility orb when you reach the top of the tower.



From the top of the ship's antenna tower, jump up to grab hold of the red crane overhead. Face northeast and follow the crane to the Level 2 agility orb at the end.

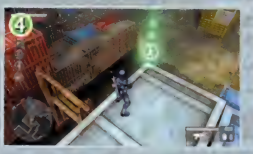
Turn around and head southwest to the crane's opposite end. Jump onto the counterweight at the end of the crane and collect another Level 2 agility orb. Jump off the crane to return to the ground. Aim for a water landing to avoid taking unnecessary damage.

Find the west entrance to Container City. There is a gate made from steel girders, fortified by a makeshift wall of sheet metal.

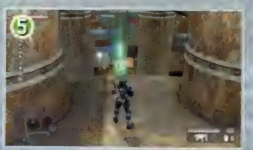
Jump to the horizontal girders to reach the top of the gate. Collect the Level 3 agility orb and continue into Container City.

Head to the base of the red crane north of the gate. Approach the crane from the south and climb to the top. Use the gray blocks that run up its corners for clean, unobstructed jumps. Once you reach the end of the gray blocks, make a steered jump to land on top of the crane and collect the Level 2 agility orb.

Run along the top of the crane until you reach east entrance of Container City. Look down to locate an orb placed on a cluster of blue shipping containers. Hop down to the blue containers to collect another Level 2 agility orb.



Head south to the end of the blue shipping containers. Face east and jump across to the stack of containers in front of you. Collect the Level 2 agility orb from the stack.

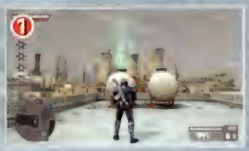


Jump down to the ground and continue east to the three, large storage tanks. Approach the tanks from the south. Alternate your jumps between the tank wall and walkways to reach the top. Collect the Level 2 agility orb from between the large pipes on the west side of the tank.

Return to the center of your current tank and head north. Jump across to the next tank and continue to the third. Collect the Level 2 agility orb placed between the large pipes on the tank's west side.

Hook around the large pipe to the north edge of the tank and face west. Make a running leap to the red crane in front of you. Aim your jump at the south side of the crane and steer yourself to grab hold. Climb to the top of the crane and grab the Level 2 agility orb.

Move to the docks' east entrance and locate the building with three windows on its south side. This building has ventilation ducts on its sides and a light fixture directly above its highest window.

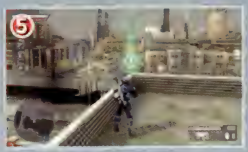


Use the windows to climb up the face of the building. Make a steered jump away from the last window to grab hold of one of the lights above. Hop onto the building and jump onto the rooftop structure in front of you. Collect the Level 2 agility orb from the two tanks at the north edge of the building.

Head west and jump across to the first level of the neighboring building. Run along the north edge of this building. Jump over gaps in your path until you reach a wall lined with windows. Use these windows to climb up to the next level.

Continue west, past the rooftop stairs, to a small structure. Climb up to collect the next Level 2 agility orb. Turn back to the east and hop down past the stairs.

Jump back across to the building east of your location. Climb up the west side of this building using the windows set in the red, brick wall. Move to the large, white tank just to the south. Use the rings running around the tank to climb up and collect another Level 2 agility orb.



Face east and jump to the highest level of the building. Move to the northwest corner of the rooftop to collect another Level 2 agility orb from the ledge.

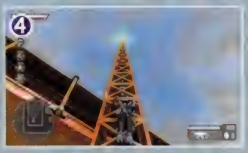
Head east to find another large, white tank. Again, use the rings running along the tank to climb to the top and collect another Level 2 agility orb.

Move to the southeast area of the docks. Follow the stairs that lead down to the water and face north. A path leads under the nearby building to a second set of stairs.

Head north and climb the stairs at the end of the path. When you reach the top of the stairs, climb the wall in front of you. Turn around to face the east side of the building behind you. A row of windows runs above a narrow ledge.

Use the ledge to reach the windows and climb to the top of the building. Head south across the top of the building and up a small set of stairs. Continue south until you reach the two, large smokestacks on the upper level of the building. Move to the side of the roof and look down. Drop down to collect a Level 2 agility orb from the ledge below.

Jump off the south end of the ledge to return to the stairs. Take the stairs up to the main area and continue west. Look for two large, white tanks at the southeast corner of the building ahead. Climb the tank closest to you to collect another Level 2 agility orb.



Face north and jump to up to the building in front of you. Turn to the west and jump to the next level up. Head north until you reach a long pipe running along the building's roof. Jump on the pipe and turn around to face the two tanks behind you. Use the tanks to reach the antenna on the south end of the building. Scale the antenna to reach the final Level 2 agility orb in this area.

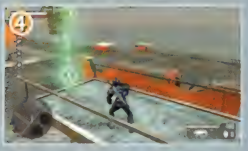
Level 3 & 4 Agility Orbs

Begin near the main entrance to the docks. A building is just west of the entrance. The south side of the building is lined with light fixtures over a series of large doors.

Jump up to grab one of the lights by its side. Jump off the top of the light fixture to reach the roof. Use the ledge along the east edge of the roof to gain additional height and jump up to the vent running along the upper level. Climb up the rest of the way using the building's windows and collect the first Level 3 agility orb from the rooftop's east side.

Hop down from the east side of the building, aiming for the narrow ventilation duct. Follow the duct around the corner of the next building and drop down to the level below you. Collect another Level 3 agility orb from the southeast corner of the rooftop.

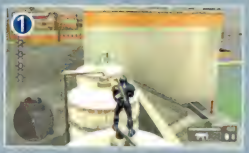
Jump down to the ground and head to the large storage tanks south of your position. Use the walkways lining the tanks to climb up in a series of jumps. Follow the third walkway around the east side of the tank to the narrow extension jutting away from the tanks. Collect the Level 3 agility orb from the end of this extension.



Turn back and return to the tanks. Follow the walkway south to a second extension. Grab another Level 3 agility orb from the end of this extension.

Turn around and follow the walkway to the central storage tank. Climb the walls of the tank to reach the top. Jump onto the large pipe connected to the tank's west side. Pick up the Level 3 agility orb at the end of the pipe.

Move to the southeast corner of the docks. There are three large, white tanks lined up just south of a building.

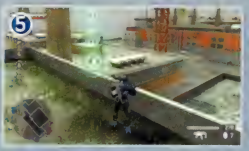


Climb to the top of the tanks to collect another Level 3 agility orb. Jump back down to the ground and face east.

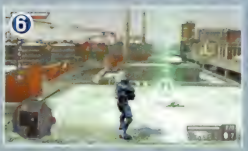
Head to the building in front of you. The building has six windows above a small door. Jump to the first row of windows and climb up to the first level of the building. Grab the Level 3 agility orb and face north.

Hop back down to the ground and head to the red crane in front of you. Hook around the base of the crane to climb up its north side. Use the grey blocks along the edge of the crane to reach the top. Cross over to the crane's opposite side to collect the Level 3 agility orb from the yellow control cab.

Hop down from the control cab and head northeast along the length of the crane. Jump onto the crane's gray counterweight and face southeast. Make a running leap to the building below. When you land, turn around to collect another Level 3 agility orb.



Head north across the top of the building until you reach a row of four white tanks. Hop onto the tanks and make a running leap to the building in front of you. When you reach the next building, face east. Jump onto the structure in front of you to collect another Level 3 agility orb.



Hop back down to the rooftop below and face west. Run to the edge of the roof and jump across to the building ahead. Climb the wall to the upper level of the building. Continue west and jump onto the rooftop structure to collect another Level 3 agility orb.

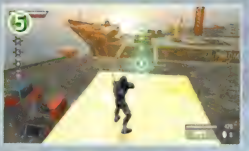
Move to the large stack of yellow shipping containers northwest of Container City. Turn south to face Container City. There is a large, yellow section in the wall of shipping containers.

Move south and locate the double-stacked shipping containers. Jump to the top of the containers and pull yourself up. Jump onto the red containers in front of you. Continue south and locate the low stack of containers slightly to the west. Jump onto these containers and face east.

Jump across to the blue containers in front of you, and again to the brown stack beyond them. Follow the brown containers south to collect a Level 3 agility orb.

Face the yellow crane south of your current position. The crane runs over a stack of red shipping containers. Make a running leap to the top of the red containers and grab another Level 3 agility orb.

Jump from the red containers to the top of the yellow crane and face east. Run to the end of the yellow crane to collect another Level 3 agility orb.



Turn around and run west along the top of the crane. Jump onto the broad platform connecting to the southern half of the yellow crane. Follow the platform to the southwest corner of the crane to collect the last Level 3 agility orb in this area.

Begin at the base of the yellow crane south of the three storage tanks. The crane is on a small platform near the water.

Climb up the north side of the crane using the grey blocks along the corner. When you reach the top of the crane, face east to collect your first Level 4 agility orb.

Turn around and run along the length of the crane. Collect a second Level 4 agility orb high above Container City.

Move to the base of the blue, waterside crane on the south edge of the docks. The crane is supported by four legs, each encased in long, gray blocks.

Approach the crane from the north and use the long, gray blocks to climb to the body of the crane. Hop to the blue girder connecting the two legs. Face north and jump to the support beams that lead up to the crane's platform. When the platform is close enough, use a steered jump to grab hold and pull yourself up to the counterweight.

Two cables lead up to the highest point of the crane. Jump one of the cables and run up to the small, white structure on the top of the crane. Collect the Level 4 agility orb and return to ground level.

Move to the base of the red, waterside crane on the south edge of the docks. Again, this crane is supported by four legs encased in long, gray blocks.

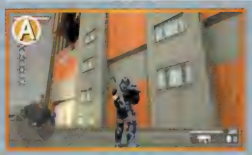
Approach the crane from the north side and climb up to the girder connecting the legs. Face north and jump to the support beams that lead to the platform above. Use a steered jump to grab hold of the platform and pull yourself up to the counterweight.

Jump onto one of the cables and run up to the top of the crane. Jump onto the small, gray structure to collect a Level 4 agility orb.

Move to the yellow crane east of the large, docked ship.

Approach the south side of the crane's base and use the small, gray blocks to climb up. When you reach the top of the crane, collect the final Level 4 agility orb in this area.

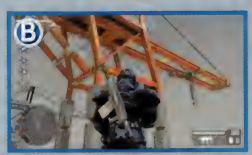
Hidden Orbs, Online Orbs, and Audio Logs



Move to the west edge of the docks. Face east toward a large building. The building has windows leading all the way up to the top of its first level.

Climb the windows to the rooftop and face south. Jump to the walkway above. This walkway leads to a set of stairs that run along the west side of the building.

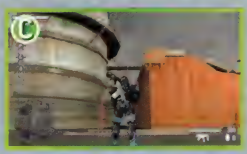
Follow the stairs up to the landing above. When you reach the top of the stairs, face east and jump to the level above. Face south and jump onto the structure in front of you. Collect the hidden orb from the south side of the building.



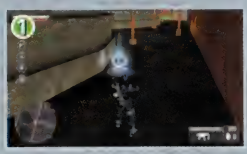
Move to the red, waterside crane along the south edge of the docks.

Climb up one of the crane's legs and use the support beams to reach the main platform. Follow the crane toward the water. Collect the hidden orb from the south end of the red crane.

Jump off the west side of the crane into the water below. Swim north and collect the hidden orb located near the water west of the red crane.



Move to the southeast of the three large storage tanks. A brick wall runs along the east side of the tanks.



Head north between the tanks and the brick wall. Collect the hidden orb to the east of the central storage tank.

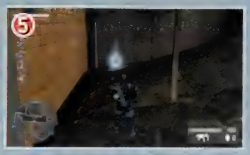
Move to the large, red crane on the east side of the docks. The crane runs near a row of three smokestacks on a brick building.

Climb the north side of the crane. When you reach the top, use the crane to jump to the nearest smokestack. Pull yourself up and face east. There are two more smokestacks located on a building ahead of you.

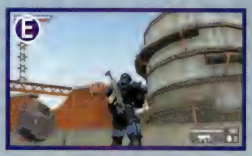
Face the distant smokestacks and jump just far enough to clear the crane below you. Activate your wingsuit and steer toward the ground to gain speed. When your slipstream turns red, pull out of your dive and aim for the top of the southern smokestack.

Control your glide to collect the hidden orb located on the southern smokestack. Deactivate your wingsuit to land in the water east of the docks.

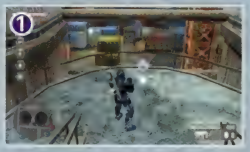
Swim north along the east side of the docks. There is a pipeline feeding into a red, brick building. Pass under the pipeline to the building's east side.



When you reach the shore, there is a narrow walkway running above you. Follow the walkway around the corner of the building to collect a hidden orb.



Move to the three large storage tanks east of Container City.



Climb the tank to the highest walkway. Follow the walkway around the east side of the storage tanks. Collect a **Surveillance** audio log from the walkway south of the central tank.

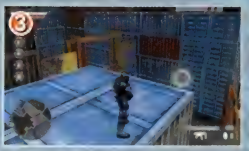
Move to the base of the large, yellow crane west of Container City. There is a building to the west of the crane. A series of stairs surrounds the building.

Climb to the walkway that runs along the building's east side. Jump to the top of the building to collect a **Catalina Thorne** audio log.

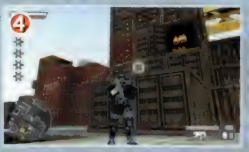
Move to the red crane north of Container City. A small stack of brown shipping containers is near the base of the crane.

Jump onto brown containers at the base of the crane. Jump across to the blue containers in front of you. Follow the blue containers east to collect the first online orb.

Turn around and maneuver along the containers to the northwest corner of Container City. When you reach the end of the containers, face south.



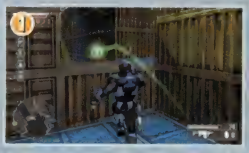
Follow the wall of containers to the west entrance to Container City. Collect the online orb located just outside of the gate.



Jump down and head through the gate to Container City. Once inside, move to the southern wall and locate a cluster of brown shipping containers. Jump up to collect an online orb from the containers.

Renegade Orbs

Move to the center of Container City. Locate the ramp to the northeast. An agility renegade orb is hovering at the top of the ramp.



Head up the ramp to engage the renegade orb. Follow the orb west over the brown shipping containers.

Chase the renegade orb to the top of the ramp and across the cluster of blue shipping containers.

Jump down to the ground and head north as the agility renegade orb darts to the west. Continue north until you reach the base of the building ahead. Turn around to locate the renegade orb behind you.

As long as you keep your distance, the orb holds its ground on a small stack of blue and brown shipping containers. Slide to a position just north of the agility renegade orb.

Sprint toward a spot just east of the agility renegade orb. When the orb attempts to flee, adjust your angle to grab the orb as it hits the ground west of the shipping containers.

Pull a peacekeeper cruiser around to the north end of the docks' main entrance. Point your vehicle south toward the docks. There is a driving renegade agility orb straight ahead.

Drive south to engage the driving renegade agility orb. Follow the orb east around the corner, across the north edge of the docks.

Follow the orb east. Maintain a steady course as the orbs swerves in front of you. Continue heading east, but slowly veer to the south side of the road.

Look for the red, brick building ahead. There is a large, white tank along the building's north side. Steer your vehicle toward the northwest corner of the upcoming intersection.

Drive your vehicle over the northwest corner of the intersection. Aim for the sidewalk near two large, white tanks, making sure to avoid the explosive barrel. Collect the driving renegade orb as it darts north to the dock's east entrance.

HOPE SPRINGS: WEST

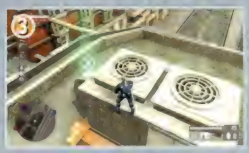
- Agility Orb 1
- Agility Orb 2
- Agility Orb 3
- Agility Orb 4
- Hidden Orb
- Renegade Agility Orb
- Renegade Driving Orb
- Story Orb
- Online Orb
- Hotspot

Level 1 Agility Orbs

Begin under the freeway near the west side of Hope Springs, between the two apartment buildings near the end of the westbound on-ramp. The building to the west has blue squares running up its southeast corner.

Jump up to the ledge under the blue squares and face east. Jump across to the balcony in front of you. Climb the balconies to the top of the building and face west.

Jump back to the building with the blue squares. Use the squares to scale to the top of the building. Collect the Level 1 agility orb from the rooftop air conditioning unit.



Hop down and face east. Make a running leap to the next building. When you land, climb to the top of the building. Grab the Level 1 agility orb north of the air conditioning unit.

Move to the southeast corner of the rooftop. Hop down and grab the Level 1 agility orb from the ledge.

Move to the rooftop's northwest corner and cross the pipe to the building to the north. Climb up to the top of the building and collect the Level 1 agility orb.

Face east and make a running leap to the next building. Move to the southeast corner of the building. Collect the Level 1 agility orb from the ledge.

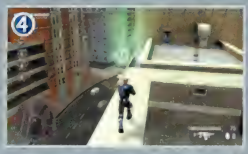
Make a running leap over the ledge at the south side of the building. When you land, move to the northeast corner of the large, flat rooftop. Collect another Level 1 agility orb.

Locate the large, blue apartment building on the east side of Hope Springs' residential area. The south side of the building is lined with covered balconies.

Use the balconies to climb to the top of the building. Grab the Level 1 agility orb from the ledge above the last balcony.

Hop up to the rooftop ledge and follow it east. Jump up to the southeast corner of the building to collect another Level 2 agility orb.

Face west and run back across the apartment building. Make a running leap off the air conditioning unit to the next rooftop. Pull yourself up and grab the Level 1 agility orb on the south side of the ledge.



Face west and run along the south side of the row of buildings. Hop across gaps as needed. Grab the two Level 1 agility orbs near the end of your path and move to the duct attached to the wall in front of you.

Jump onto the duct and climb up to the building at the end of the block. Move to the northwest corner of the rooftop and collect the Level 1 agility orb from the ledge.

Move to east side of the Turnback Lane Motel. The center of the building is covered with red bricks.

Climb the small balconies along the south side of the red bricks. Face north, and jump up to the larger balconies to reach to top of the building. Collect the Level 1 agility orb from the northeast corner of the Turnback Lane Motel.

Jump off the north side of the Turnback Lane Motel to the building below. Collect the Level 1 agility orb from the ledge along the east side of the rooftop.

Face west and jump up to the balcony above you. Move north to the end of the balcony. Use the windows to the north to jump up to the ledge. Climb up to the orange beam above the windows and face south.

Follow the orange beam south to the next building. Collect the Level 1 agility orb from the north side of the rooftop.

Move to the short, gray building south of the Hope Springs City Hall. Approach the building from the south. There is a ledge near the top of the building. Gray beams run down the wall just east of the ledge.

Use the gray beams to climb to the ledge. Face west and climb up to the top of the building. Collect the Level 1 agility orb from the south side of the rooftop.

Cross to the north side of the building. Jump up to grab the Level 1 agility orb and drop down to the narrow walkway at the base of the pole. Follow the walkway to the west side of the rooftop.

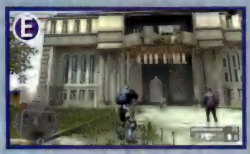
Make a running leap to the red, brick building to the west. Climb up to the large air conditioning unit and grab the Level 1 agility orb near the northwest corner of the building.

Face south and make a running leap to the upper level of the building. Climb to the top of the building to collect another Level 1 agility orb.

Climb down the south side of the building and face east. Move to the yellow and blue building on the south side of the street. Use the gray blocks on the northeast corner of the building to reach the top and grab the Level 1 agility orb.

Level 2, 3, & 4 Agility Orbs

Move to the west side of the rooftop. Jump down and collect the Level 1 agility orb from the building's northwest corner.



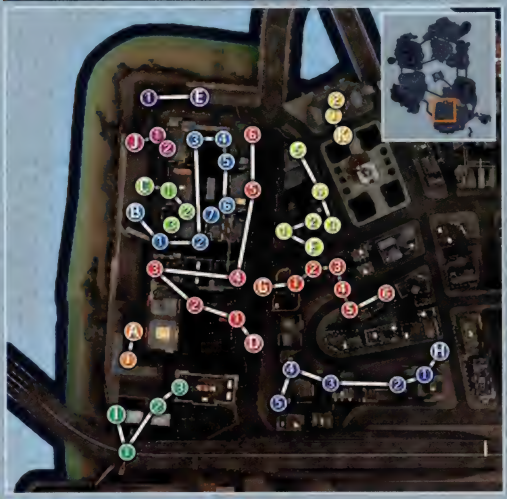
Move to the Hope Springs City Hall at the north end of the city district.

Move around to the north side of the building. Stone blocks run up the corner of the building, leading to a large balcony.

Climb the stone blocks to the northwest corner of the balcony. Pick up the Level 1 agility orb on the north edge of the building. Continue east to the end of the balcony.

Hop onto the railing at the end of the balcony and face south. Jump up to the top of the Hope Springs City Hall. Cross to the southeast corner of the building to grab another Level 1 agility orb.

Face west and climb up to the top level of the building. Follow the ledge west. Drop down and collect the Level 1 agility orb from the southwest corner of the building.



Move to the west coast of Hope Springs. There is a two-level shopping center on the southwest corner of the area.

Climb the stairs on the north side of the shopping center. Jump up and climb onto the roof above. Collect the Level 2 agility orb from the rooftop structure.

Move to the broken obelisk on the west side of Hope Springs. The obelisk has fallen against a large block of apartment buildings.

Climb up onto the obelisk and follow it east to the buildings. Hop into the walkway at the end of the obelisk to collect a Level 2 agility orb.

Head east along the walkway. Jump across the broken section of the walkway and face north. Move toward the ramps ahead.

Jump down to the base of the ramps. Head up to the top of the ramps and jump across to the ventilation ducts at the north end of the building. Climb the ducts to collect the Level 2 agility orb above.

Jump to the broken walkway north of the ducts. Follow the walkway east. Jump to the crumbling ledge south of the walkway.

Face south and collect the Level 2 agility orb at the end of the ledge. Jump across the gap to the ramp south of the ledge.

Follow the ramp south to the end of the walkway. Collect the Level 2 agility orb from the ledge.

Face south and jump up to the next walkway. Follow the walkway west and grab the Level 2 agility orb from the ledge.

Move to the west side of Hope Springs. Face the large block of apartments to the east. Find blue building with a yellow star on the roof.

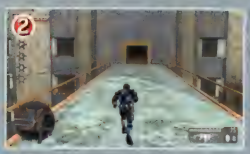
Use the windows on the west side of the apartment building to climb to the top. Climb up the back of the rooftop sign. Collect the Level 2 agility orb from the top of the yellow star.

Hop down to the rooftop and face south. Jump down to the building below and grab the Level 2 agility orb from the rooftop's east side.

Face west and cross to the rooftop structure. Climb onto the broken walkway and collect another Level 2 agility orb.

Move to the southeast corner of the large block of apartment buildings. The east side of the building is covered with windows. A long row of doors runs along the base of the building.

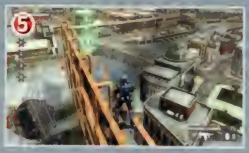
Jump onto the ledge above the doors. Jump up to the windows above. Use the ledges between the windows to climb to the balcony near the top of the building. Collect the Level 2 agility orb from the balcony's east side.



Run to the north end of the balcony. Use the window at the end of the balcony to reach the roof. Cross to the metal walkway at the west side of the rooftop. Head to the stairs at the west end of the walkway.

Follow the stairs up to the top of the blue building. Move to the west side of the rooftop and face north. Follow the ledge north and grab the Level 2 agility orb on the duct that runs across the ledge.

Hop down from the duct and move to the roof's east side. Jump down to the rooftop below and continue east to the large, white tank. Climb up and collect the Level 2 agility orb from the top of the tank.



Jump to the stairs west of the tank. Follow the stairs north. Move to the east side of the building at the top of the stairs. Face north and climb the large sign on the east ledge. Grab the Level 2 agility orb on top of the sign.

Move north to the end of the sign and make a running leap to the rooftop ahead. There is a smaller sign on the east side of the building. Climb to the top of the sign and grab the Level 2 agility orb.

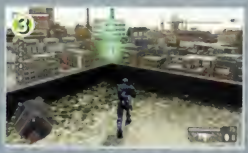
Move to the street north of the large block of apartments. A two-level shopping center is to the west.

Take the stairs to the second level of the shopping center. Jump up to reach the top of the building and grab the Level 2 agility orb on the rooftop structure.

Move to the buildings east of the large block of apartments. There is a gray building with a red, brick base east of a Cell barricade.

Climb up the black section of the building's south side. When you reach the top, face west toward the brown building. Use the duct on side to reach the windows above. Jump to the top of the building and grab the Level 2 agility orb.

Move to the east side of the building and jump back down to the rooftop below. Continue east and jump onto the small, brick structure. Use the narrow ledge south of the brick structure to reach the level above.



Climb to the southeast corner of the building and collect the Level 2 agility orb from the ledge.

Face north and jump across to the north side of the building. Collect the Level 2 agility orb at the northeast corner of the rooftop.

Make a running leap to the red, brick building north of your current rooftop. Climb to the top of the brick building to claim another Level 2 agility orb.

Move to the gray and red building east of the large block of apartments. There are balconies along the south side of the tall, brick section of the building.

Use the windows on the west side of the building to reach the balconies above. Climb the balconies to reach the top of the red, brick section of the building. Move to the southeast corner of the rooftop to collect the Level 2 agility orb.

Move to the building's northeast corner and face east. Jump down to the building below. Jump down across the rooftops to the east side of the building. A water tower is on top of the next building to the east.

Hop onto the railing at the north side of the rooftop. Make a running leap east to grab hold of the water tower. Pull yourself up to collect the Level 2 agility orb.

Drop back down to the rooftop. Move to the south side of the building and jump down to the street below. Continue south to the gray building across the street. There are windows along the northwest corner of the building.

Climb to the narrow rooftop above the windows and face east. Climb the windows on the west side of the building to reach the top. Jump onto the billboard on the north side of the rooftop to grab another Level 2 agility orb.

Drop back to the rooftop and head east. Jump to the next building. Climb the billboard on the east side of the rooftop to collect a Level 2 agility orb.

Move to the apartment building in the southeast corner of Hope Springs' residential area. A video screen is mounted on the northeast corner of the building.

Jump onto the light fixture over the entrance on the north side of the building. Use the windows above the light fixture to climb to the top. Face west. There is a brown building just past the edge of the roof.

Climb to the top of the brown building and collect the Level 2 agility orb at the west edge of the rooftop.

Jump from the west side of the roof to the walkway below. Follow the walkway west and jump across to the next building. A long pipe runs from the west side of the roof to a blue apartment building.

Follow the pipe west and climb onto the blue building. Move to the north side of the rooftop and jump to the building across the way. Use the windows on the south side of the building to reach the top. Grab the Level 2 agility orb.

Move to the southwest corner of the building. Jump onto the pipe that leads back to the blue building, which is south of your current location. Jump up to the rooftop at the south end of the pipe. Collect the Level 2 agility orb at the southwest corner of the rooftop.

Move to the west edge of Hope Springs. There is red arch over the freeway, just east of the water. The arch is supported by two pillars on a large, blue base that runs under the freeway.

Climb up the north side of the blue base and jump up to the red arch. Climb to the top of the arch to collect the Level 3 agility orb.

Drop back to the ground at the north side of the arch. Cross the grass to the large red and orange apartment building.

Use the ledges that run around the building to climb to the top. Make a steered jump up to the rooftop. Climb onto the white tanks on the west side of the building to collect another Level 3 agility orb.

Move to the west of the large block of apartment buildings. A gray and brown building stands at the northwest corner of the block.

Jump to the windows that run along the north edge of the building's brown section. Climb to the top of the windows and jump out to grab hold of the black protrusion on the gray section of the building.

Climb up to the rooftop and move to the sign on the building's west side. Climb to the top of the sign and jump up to grab the Level 4 agility orb above.

Move to the south side of the Hope Springs City Hall.

Use the stones along the southwest corner of the building to reach the top. Cross to the green dome at the center of the roof. Jump up to the top of the dome.

Jump straight up to grab the Level 4 agility orb above the Hope Springs City Hall.

Move to the red building at the southeast end of Hope Springs' residential area. The east side of the building is divided by a large hallway.

Follow the hallway east to the interior of the apartment building. When you reach the end of the hallway, veer south to the structure with the blue door.

Jump onto the structure and face east. Jump across to the floor above the hallway. Collect the hidden orb from the second floor of the apartment building.

Jump back to the ground and exit the south side of the building. Follow the street west. The street curves under the freeway. Find the yellow apartment building near the end of the westbound on-ramp.

Jump up to the balcony on the south side of the building. Climb up to the third balcony to collect another hidden orb.

Hop back onto the ledge and climb to the top of the building. Cross to the northwest corner of the rooftop. Look down at the signs attached to the north side of the building. Drop down and grab the hidden orb between the signs.

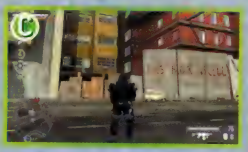
Move to the shore on the west edge of Hope Springs, just north of the freeway.

Climb up the rocks directly under the freeway. Collect the hidden orb from the center of the rocks.

Face north and head up the stairs. Face east at the top of the stairs and cross to the large red and orange apartment building.

There is a makeshift wall along the south side of the building. Move to the east end of the wall and face west. Collect the hidden orb from behind the wall.

Move to the center of the building, just north of the metal wall. Face east and jump up to the ledge that runs along the inside of the building. Climb the inside of the building until you reach the hidden orb located in a small enclosure.



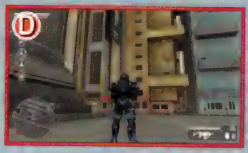
Move to the east side of the large block of apartment buildings. Locate the cell barricade at the base of the gray and brown building. A low wall connects to the base of the building.

Jump over the wall and grab the hidden orb at the base of the gray and brown building.

Jump onto the wall and face west. Use the windows in the east side of the building to climb to the top. Cross to the west side of the rooftop. Jump down to the balcony below. Grab the hidden orb from the enclosure near the north end of the balcony.

Jump back up to the roof and move north to the metal walkway. Follow the walkway west to the blue apartment building. Take the stairs to the roof of the blue building and veer south. Hop onto the pipes that run off the west side of the rooftop.

Make a running leap down to the obelisk west of the pipes. Collect the hidden orb from the top of the obelisk.



Move to the west of the large block of apartment buildings. Locate the gray and brown building. Balconies run up the south side of the building.

Climb the windows that run near the balconies. Jump from the windows to reach the third balcony. Follow the balcony across the south side of the building and grab the hidden orb.

Move to the west side of the balcony and jump back out to the windows. Climb up to the rooftop. Move south across the apartment buildings until you reach the enclosed walkway above the broken obelisk.

Move south onto the walkway. Drop down from the side of the walkway, and steer yourself onto the broken walkway below. Collect the hidden orb from the broken walkway.

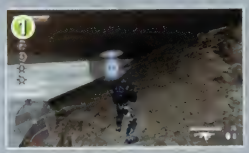
Move to the north end of the tunnel that runs below the large block of apartment buildings.

Head south into the tunnel. There are two parking lots located near the center of the tunnel.

Move into the lot on the west side of the tunnel. Collect the hidden orb at the northeast corner of the parking lot.

Head back into the tunnel and run east to the second lot. Collect the hidden orb at the northeast corner of the second parking lot.

Move to the wall at the northwest corner of the large block of apartment buildings.



Follow the wall north and jump down to the sand below. Face east and climb the rocks in front of you. Grab the hidden orb on the rocks under the bridge.

Jump back up to the street and run south through the barricade. Find the blue apartment building on the west side of the street. Balconies run up the northeast corner of the building.

Climb the windows on the east side of the building to reach the sixth balcony. Jump to the balcony and grab the hidden orb at the northeast corner of the building.

Jump back down to the ground and move to the south end of the building. Face west toward a small, makeshift wall.

Jump over the wall face the brown building to the south. Climb the balconies on the north side of the brown building. Collect the hidden orb from the third balcony.

Move to the apartment buildings on the west side of Hope Springs' residential area. Look for the narrow, red building on the south side of the street.

Climb the windows on the north side of the building.

When you reach the top of the building, face west. Jump across to the next building and collect the hidden orb from the balcony.

Online Orbs & Audio Logs

Move to the northwest corner of the large block of apartment buildings. Locate the gray and brown building east of the obelisk.

Climb the windows on the south side of the building. When you reach the top, jump onto the rooftop structure on the north side of the rooftop. Grab the online orb and face east.

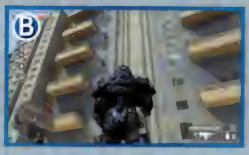
Move east across the apartment buildings to a set of stairs. Face south and head up the stairs. Continue south across the rooftops.

Stop at the top of the metal stairs that run south across the apartment buildings. There is a small building just west of the stairs.

Jump onto the building west of the metal stairs and grab the online orb. Hop back down to the stairs and continue south.

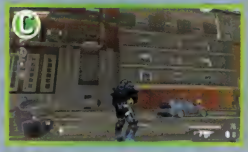
Head to the metal walkway that leads across to the apartments on the west side of the block. There is a set of stairs on the west side of the walkway.

Take the stairs to the roof above. Face south and move to the large, red structure. Climb onto the structure to collect Move to the east side of the



large block of apartments. Locate the blue apartment building on the west side of the street.

Use the windows on the east side of the building to climb to the top. Collect the **Catalina Thorne** audio log from the building's northeast corner.



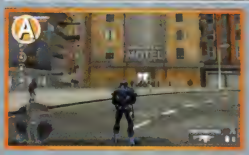
Move to the east side of the large block of apartments. There is a gray and red building on the east side of the street.

Climb the ledges on the west side of the building to the rooftop above. Collect the **Surveillance** audio log on the west side of the rooftop.

Move to the gray building south of the Hope Springs City Hall.

Move to the northeast corner of the building. Collect the **PCNN Reports** audio log from the sidewalk.

Renegade Orbs



Move to the east side of the Turnback Lane Motel.

Climb up the windows to the roof of the building and face south. A pipe runs from the rooftop to the building in front of you.

Hop onto the pipe and run south toward the building to engage the agility renegade orb. Jump up to the roof. Follow the orb south to the next rooftop. Move to the east side of the building as the orb continues to the next rooftop.

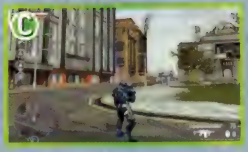
The orb stops along the south edge of the next rooftop. Make a running leap toward the orb and hop up onto the northwest corner of the air conditioning unit.

As soon as the orb turns the corner, jump to the east side of the rooftop. Intercept the agility renegade orb as it cuts to the north.

Move to the east edge of Hope Springs' residential area. Find the yellow and blue building on the west side of the street.

Climb up the small, yellow balconies on the building's east side. As you reach the rooftop, an agility renegade orb flees to the west.

Follow the orb across the buildings to the west. The orb cuts across the street to the south.



Move to the park south of the Hope Springs City Hall. There is a gray building at the park's southwest corner.

Cut back to the east and hop up to intercept the agility renegade orb as it drops to the rooftop.

Run north to engage the renegade orb. Follow the orb east along the metal walkway.

Make a running leap toward the orb. Land on the ledge that runs across the north side of the building. Run along the ledge to chase the orb east.

Climb up the black ledges on the south side of the building.

Move to the blue building on the west edge of Hope Springs.

When you reach the east end of the walkway, cut across to the stairs on the southeast corner of the rooftop.

Hop onto the next ledge that runs along the north side of the building and continue east. Cut under the duct that runs down the wall and jump across to the next building.

Climb to rooftop on the north side of the building. An agility renegade orb is on the red, brick building to the north.

Use the windows on the west side of the building to reach the top. Move to the north side of the building and locate the agility renegade orb on the building ahead.

Run up the stairs and jump up to grab the agility renegade orb as it reaches the rooftop.

Make a running leap to the north. Land on the rooftop below the renegade orb. Move to the west side of the rooftop to force the orb to the east.

Jump up to the northwest corner of the blue building to get ahead of the orb. Face west as the orb cuts back along its path.

Make a running leap toward the southwest corner of the building to intercept the agility renegade orb in the air.

UNITY HEIGHTS: NORTHEAST

- Agility Orb 1
- Agility Orb 2
- Agility Orb 3
- Agility Orb 4
- Hidden Orb
- Renegade Agility Orb
- Renegade Driving Orb
- Story Orb
- Online Orb
- Hotspot

Level 2 Agility Orbs

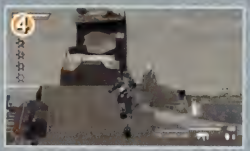
Move to the street that runs along the security wall on the south side of the area. There is a huge apartment complex on the north side of the street. Locate the gray building with the strip of glass running up its southeast corner.

Use the orange framework to climb up the glass at the corner of the building. When you reach the top, jump up and grab the Level 2 agility orb above.

Jump across to the top of the building. Face northwest and jump down to the patio below.

Continue northwest to the next building.

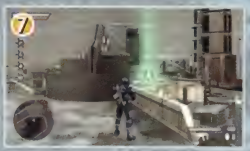
Hop onto the railing at the edge of the patio and climb onto the rooftop above. Collect the Level 2 agility orb from the ledge to the north.



Move to the west side of the rooftop. There is a crumbling tower on the corner of the next building. Jump across and climb up to the damaged section of the tower.

Climb up the rubble on the east side of the tower and grab the Level 2 agility orb at the top.

Climb down the north side of the tower to the patio below. Face northwest and move across the patios to the next building. Climb up to the sign on the south side of the building. Collect the Level 2 agility orb from the top of the sign.



Face northwest. Slide down the side of the sign and move across to the next building. Climb up to the building's south side and grab Level 2 agility orb on the ledge above.

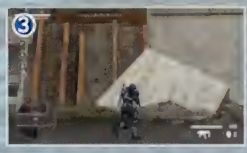
Face southeast and jump back down to the walkway. Make a running leap across to the brown sections of the building to the west.

Face northeast and move across the rooftops. Climb up and collect the Level 2 agility orb from the structure at the corner of the building.

Move to the street on the north side of the huge apartment complex. Locate the smaller, tan building with blue and red trim. The south side of the building is covered with windows and balconies.

Climb up the windows on the south side of the building. When you reach the end of the windows, make a steered jump to the blue trim above the balconies.

Climb to the top of the building and collect the Level 2 agility orb on the north side of the rooftop.



Turn around and climb back down to the street on the south side of the building. Face southwest and move to the large pile of rubble across the street. There is a makeshift wall south of the rubble.

Climb up the rubble and jump to the top of the makeshift wall. Move across the top of the wall and climb the windows to the east.

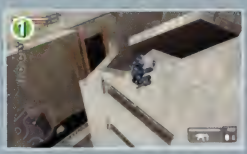
When you reach the top of the building, face southeast. Climb over the large, brown structure and grab the Level 2 agility orb from the vents on the edge of the rooftop.

Face southeast and climb across to the end of the rooftop. Drop down to the walkway below and head across to the next building. Make a running leap to the patio on the building's south side.

When you land, move to the structure at the northeast corner of the patio. Climb up the side of the structure and grab the Level 2 agility orb at the top.

Climb down the south side of the structure and run along the edge of the building. Jump onto the small, gray structure on the patio and grab the Level 2 agility orb.

Move to the tunnel entrance of the Pacific City Expo Center. Face the yellow and gray building beyond the wall to the west.



Follow the street through the gate to the northwest. Hook around to the other side of the wall and climb up the windows on the gray section of the building to the hole at the top.

Jump over the hole and move west across the patio. When you reach the edge of the building, face southeast. There is a large hole at the top of the building.

Jump up to the hole and climb along the exposed floors to reach the rooftop. Collect the Level 2 agility orb from the ledge.

Face northwest. Jump down to the patio and move past the swimming pool. Jump across to the next building. Climb up and grab the Level 2 agility orb from the high ledge at the top of the building.

Continue northwest across the rooftops. Look for the large structure with glass panels curved around its north side. Climb up the metal frame and grab the Level 2 agility orb at the top.

Face north and jump across to the grass on the next building. Move to the small, round patio on the north edge of the grass.

Jump onto the ledge on the north side of the patio and climb up to the rooftop above. Grab the Level 2 agility orb on the damaged spot at the edge of the building.

Face west and make a running leap across to the blue building. Climb up to the top of the building and grab the Level 2 agility orb above the south entrance.

Move to the art gallery southwest of the Pacific City Expo Center. The gallery's main entrance is covered with broken glass.

Climb the broken glass to the balcony above the main entrance. Climb up the windows on the side of the building and collect the Level 2 agility orb from the ledge above.

Face southwest and jump down to the patio. Continue to the end of the building and face northwest. Look up at the large hole at the top of the gallery.

Jump up to the hole and climb the exposed floors to the top of the building. Collect the Level 2 agility orb from the ledge on the west side of the hole.

Move to the south side of the art gallery. Look up to the hole in the top of the gallery. A large walkway is attached to the wall west of the hole.

Climb up the windows to the hole in the top of the building. Jump across to the rooftop and hop down to the top of the walkway. There is a large, black structure on the building to the south.

Cross the walkway and jump up to the patio above. Face southeast and hop onto the door frame on the side of the black structure. Jump up to the rooftop above and grab the Level 3 agility orb on the ledge.

Face west and make a running leap across to the next building. There is a blue, tiled walkway near the top of the building.

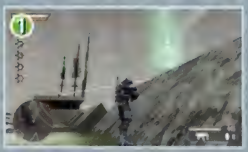
When you land, follow the walkway northwest to the windows on the side of the building. Climb up and grab the Level 3 agility orb from the ledge above the windows.

Move to the street that runs along the security wall on the south side of the area. Locate the intersection blocked by the large piece of the crumbling tower.

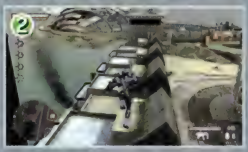
Face northeast and move to the gray building at the end of the street. Climb up the small windows on the building's south side.

When you reach the top of the windows, jump up to the patio above. Face north and climb up to the top of the building. Face west and grab the Level 3 agility orb on the skylight at the edge of the rooftop.

Move to the apartments on the area's north edge. The north side of the building is covered with blue balconies.

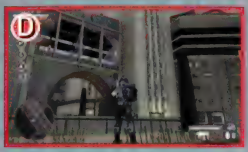


Climb up the balconies at the northwest corner of the building. Cross the rooftop and collect the Level 3 agility orb from the ledge.



Slide back down to the rooftop and face southeast. Move over the top of the building and climb up to the absorption unit ahead. Continue past the absorption unit and jump across to the next row of apartments.

Make your way over the rooftops to the structure at the end of the building. Climb up and grab the Level 3 agility orb at the edge of the rooftop.

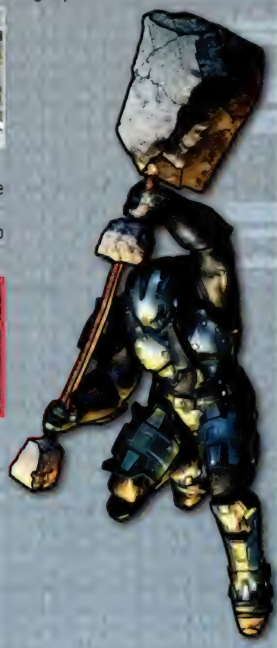


Move to the underground parking in the east half of the huge apartment complex. There are two small, black obelisks at the lot entrance. Look for the large, blue arch southeast of the obelisk.

Move to the tall, gray building on the south side of the arch. Climb up along the windows and grab the Level 4 agility orb at the top of the building.

Face east and jump down to the walkway above the arch. Move across the walkway and jump up to the patio above. Climb up to the top of the building and grab the Level 4 agility orb at the edge of the rooftop.

Face northwest and jump down to the next building. Jump across to the platform on the building's north edge and collect another Level 4 agility orb.



Hidden Orbs

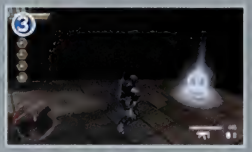
Move to the south side of the art gallery. Look up to the large hole in the walkway above the street.

Jump up to the balcony on the south side of the gallery and leap across to the hole in the walkway. Grab on to the lower level of the walkway and pull yourself up to collect the hidden orb near the gallery wall.

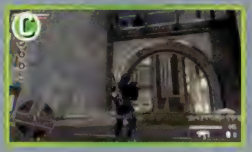
Move to the obelisks at the entrance to the underground parking lot in the east half of the apartment complex. Look up at the dark gray building to the south. There are three walkways toward the top of the building.

Climb up the windows at the bottom of the building to reach the walkways above. Hop up to the third walkway and collect the hidden orb at the corner of the building.

Hop back onto the ledge and climb up to the top of the building. Face west and move to the hole at the edge of the patio.



Drop down into the hole to the room below the patio. Move north and collect the hidden orb at the end of the room.



Move to the street that runs along the security wall on the south side of the area. Locate the intersection with the large, blue arch to the north.

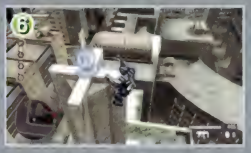
Move north under the arch. Locate the passage through the buildings on the east side of the street.

Move east into the passage and hook around to grab the hidden orb to the south.

Turn around and move west out of the passage. Head down the ramps to the underground parking lot across the street.

Move around the barrier at the bottom of the ramp and grab the hidden orb in the middle of the parking lot.

Go back up the ramp to exit the parking lot. Move north to the blue building and climb the windows to the top.



Face north and move to the structure at the end of the building. Climb up to the column at the top of the structure and grab the hidden orb above.

Move to the street on the north side of the area. Locate the gray and tan building on the south side of the street. Look up to the hole at the northeast corner of the rooftop.

Climb up the windows on the north side of the building to the hole in the rooftop patio. Drop down into the hole to and grab the hidden orb inside.

Jump out of the hole to the patio above. Face north and hop onto the small platform in front of you. Make a running leap across to the blue and gray building across the street. There is a large hole in the side of the building above a thin, blue ledge.

Land on the ledge and climb into the hole above. Hop over the interior wall and collect the hidden orb to the west.

Climb up the south side of the hole and stand on the wall. Look down at the small set of stairs in the patio to the west.

Drop down to the patio and move down the stairs. Collect the hidden orb in front of you.

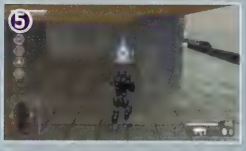
Move to the apartments on the north edge of the area. The north side of the building is covered with balconies.

Climb up the balconies near the northeast corner of the building. Pull yourself up and collect the hidden orb from the end of the fifth balcony.

Face north and jump across to the water. The patio extends over the water to the west.

Swim west under the patio. Jump up to grab the hidden orb above the water.

Continue west along the north side of the apartments. There is a covered walkway at the base of the building.



Jump out of the water and climb up to the walkway. Move to the west end of the walkway and collect the hidden orb at the northwest corner of the building.

Face east and exit the covered walkway. Move up the stairs to the blue patio above the water. Face the stairs to the south.

Move up the stairs toward the street. When you reach the top of the stairs, face west and collect the hidden orb on the building's south side.

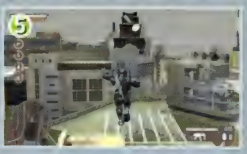
Move to the tunnel entrance of the Pacific City Expo Center. There is a large wall to the west. Locate the large hole in the yellow and gray building just past the wall.

Jump to the top of the wall and hop across to the hole in the yellow and gray building. Face northwest and collect the hidden orb inside.

Jump out of the hole to the patio above. Face northwest and move to the small hole near the edge of the swimming pool. Drop down and collect the hidden orb under the patio.

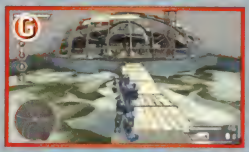
Jump back up to the top of the building and move across to the hole on the building's north side.

Drop down to the damaged balconies below the hole. Climb down and grab the hidden orb on the side of the building.



Climb back up to the top of the building. Face northwest and jump across toward the large, black structure with broken glass on its north side. Hop down to the green patio south of the structure.

Move through the small door at the base of the structure and collect the hidden orb inside.



Move to the security wall south of the Pacific City Expo Center. Look down at the tunnel that runs northeast to the base of the large dome.

Jump down and run across the top of the tunnel. Jump up and grab onto the frame of the dome. Use the frame to climb up the side of the dome.

When you reach the top of the dome, drop down to the large, black beam below. Face southeast and grab the hidden orb near the end of the beam.

Face northeast and drop down to the structure below. When you land, face east. There is a small door past the long, red benches. Move through the door and grab the hidden orb to the north.

Turn around and move back to the red benches. Face northeast and jump through the broken glass at the top of the structure. There is a row of exits at the side of the dome.

Exit the dome and move down the stairs to the end of the patio. Face southwest and circle around dome. Grab the hidden orb near the center of the patio.

Online Orbs, Audio Logs, and Renegade Orbs

Move to the street on the north side of the huge apartment complex. A large pile of rubble sits near the building on the northwest corner of the complex. Face the building's entrance to the east.

Move to the building's entrance and jump onto the ledge above. Grab the online orb and face east. There is a gray building on the northeast corner of the next intersection.

Hop down to the street and move to the gray building across the intersection. Climb up the windows to the top of the building. Face east and jump across to the other side of the building. Collect the online orb on the rooftop's north edge.

Face north and jump down to the street below. Locate the stairs past the gate on the north side of the street.

Move down the stairs and collect the online orb at the end of the green tiles.

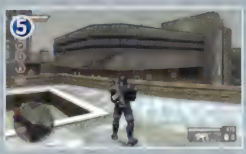
Move to the apartments on the north edge of the area. The north side of the building is covered with balconies.

Climb up the balconies near the northeast corner of the building. When you reach the top, face southeast and climb up the structure at the end of the building. Collect the **Catalina Thorne** audio log from the corner of the rooftop.

Face southwest and make a running leap to the building across the street. Land on the rooftop above the grass.

Move across the building and jump down to the street below. Grab the **PCNN Reports** audio log from the sidewalk at the turn in the street.

Face west and move to the windows on the building's north side. Climb up the windows to reach the patio on top of the building.



Move south to the green swimming pool at the end of the patio. Face west. A large, gray building is in front of you.

Make a running leap across to the next building. When you land, face northwest and collect the **Surveillance** audio log at the end of the patio.

Move to the south side of the art gallery. Look up to the hole at the top of the buildings.

Climb up the windows to reach the hole at the top of the gallery. Jump along the south edge of the hole and continue to the end of the rooftop.

Face northeast and jump down to the small rooftop below. Land at the northwest corner of the rooftop to force the agility renegade orb around the east side of the gallery entrance.

Run southeast along the ledge to intercept the agility renegade orb as it crosses over the rooftop.

UNITY HEIGHTS: NORTHWEST

1	Agility Orb 1	3	Agility Orb 3		Renegade Agility Orb	?	Hidden Orb
2	Agility Orb 2	4	Agility Orb 4		Renegade Driving Orb	●	Story Orb

X	Online Orb
A	Hotspot

Level 1 & 2 Agility Orbs

Begin on the highway south of the parking garage. Clear out the absorption unit area to reduce enemy resistance. Drop down off the highway into the grass at the bottom of the parking garage.

Climb the parking levels to reach the rooftop below the absorption unit. Move to the east and jump up on the taller building that holds the Level 1 orb. Capture one of only two Level 1 orbs in the district.

Turn to the northwest and find the next Level 2 orb on the adjacent building. Take a running start and leap over to the next building's rooftop below.

Continue to the top of the roof and gather the Level 2 orb.

Turn to the north and find the last orb in the chain on the adjacent building. With a running start, leap across to the northern building and pick up the orb.

Start in front of the ruined hospital on the southwestern side of the building.

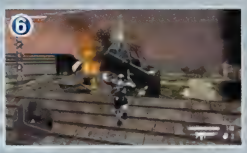
Jump up to the first hospital building ledge, then hop up to the next two ledges. Use the windowsills to reach the broken section on the upper stories. Stand on the broken section and jump up to the roof where you'll find an orb.

Turn to the northwest and make the long leap across to the next building. You'll see the Level 2 orb in the distance at the corner of the building.

Cross over the rooftop to the north corner and collect another orb.

Turn to the southwest. Dash across the rooftop and leap for the adjacent building. With a high enough agility, you can reach the rooftop safely. If you come up short, land on the shorter rooftop and follow the broken section on your right to the orb up top.

Walk over to the rooftop's edge on the northwest side. Jump down to the smaller tower on the reinforced wall to the south of the burning brick building.



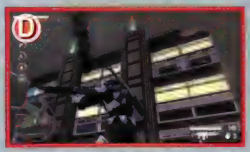
Follow the rooftops to the broken dome. Another Level 2 orb pulses atop the dome.

Head north across the courtyard to the lone building with the second Level 1 agility orb. Watch out for patrolling Cell vehicles in the area.

Clear out the Tech Park tactical location in the central part of Unity Heights: Northwest city blocks. Otherwise you'll be harassed by rockets and gunfire the entire time you move through this area.

Climb up the blue wall next to the main building. It's curved, so you can double-jump up its side to reach the top. Hop up on the main rooftop to your right and you'll see the orb on the circular platform ahead. Access it through the collapsed area.

Turn to the east. Run off this rooftop to reach the adjacent rooftop. The orb is on the circular platform. Jump up and grab the first ledge. While holding that ledge, jump out and quickly turn back in to grab the second ledge. Pull yourself up to reach the orb.



Out in front of the blue building with yellow-lit windows, climb up the windowsills in between the two orbs high up on the rooftop.

Jump up and up until you grab a handhold on the roof edge. Pull yourself up and collect the two agility orbs in easy reach.

Level 3 Agility Orbs

The ruined twin towers to the southeast holds two Level 3 agility orbs. It's a complicated climb, and you would benefit from Level 4 Agility or higher; however, it's doable with Level 3 Agility.

Start on the shorter tower and climb up the outside wall by hopping from black ledge to black ledge. Once you reach the broken floors, climb out on the jagged wall and stand next to the rusted girder facing the taller tower.

Try to get one running step and leap far across to the slots in the taller tower's checkered wall. Grab one of the slot edges and hop up one by one to the top. Leap inside the broken wall to the checkered floor.

Jump up to the top rooftop and collect the Level 3 orb overlooking the ocean.

Take a running start and leap back across to the smaller tower. You can land squarely atop the smaller tower with minimal effort. Grab your second orb.

As with the Level 1 and Level 2 orbs, make sure that you've converted the Tech Park tactical location before you begin this gathering. You don't want to deal with homing rockets and the like during your climb.

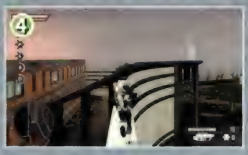
This is an easy one. Climb to the top of the Tech Park building. The Level 3 orb is in easy reach.

The tiered building northwest of Tech Park holds a single agility orb. Approach from the south and jump up on the shattered overhang.

Hop up the tiers to reach the top roof. Cross around the wire tower and collect the orb on the rooftop corner.

Turn to the southwest. Jump down to the next building, then take a running start and leap across the street to the next building. From that rooftop, you can leap over and land on the concrete pillar holding the Level 3 orb.

Turn to the north. Cross the street and jump through the ruined wall near the floating stunt ring. Continue north and jump up on the black balcony that protrudes from the white brick wall.



Cross the balcony and jump atop the thin, white wall. Carefully run along the top of the wall until you reach the far roof and can fetch the orb at the corner.

The yard to the east of the burning building borders the tiered gray building with your next Level 3 agility orb.

Simply hop up the tiers until you reach the rooftop. The next agility orb is all yours.

Turn to the northeast. Navigate the broken rooftops until you reach the far building. A renegade agility orb also starts here, so you may want to combine efforts and go after the renegade agility orb, too (see the later "Renegade Orbs" section). Grab the Level 3 orb in the corner.

NOTE

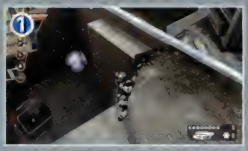
Unity Heights: Northwest has no Level 4 agility orbs.

Hidden Orbs

Start on the northeast side of the parking garage that holds the absorption unit atop it. If you haven't conquered the nearby Vergotten tactical location, expect turret gunfire at your back as you approach the garage.

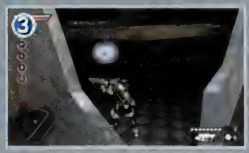
Jump up and grab the highest level ledge that you can reach. Climb up to the fourth level and vault over the side. Pick up the hidden orb in the corner to your right.

Jump up to the top of the first of the three gray buildings to the north of Tech Park. It's an easy climb and shouldn't present a problem.

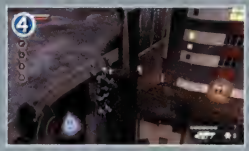


Walk along the roof to the broken corner. It's almost as if the roof has been peeled back, and you can see to the floor below. The hidden orb rests in the west corner.

Turn to the northwest and jump over to the second building. Cross to the northeast side, near the reinforcement wall in the street behind, and drop down the broken facade. The orb hides on the bottom level in a tiny nook.



Head to the west and the third gray building. Jump up to the roof, then descend the broken levels on the eastern side. The hidden orb glows in the darkness of the bottom ruined level.



Proceed to the northeast across the street and past the reinforced wall. Inside the blue building on fire, two levels below the roof, another hidden orb is tucked away in the eastern corner.

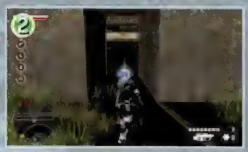
Climb up to the roof and face northeast. Cross the rooftops toward the final roof (the one with the renegade agility orb). On the west side, hang over the side and drop halfway down the balconies to find another orb.

A wall separates two sets of balconies on the west side. Drop to the ground, move to the other side of the wall, and climb back up the balconies on that side to discover another hidden orb.

Return to rooftop at position 4. Face west and jump down to the burning, red brick building. A hidden orb floats inside the broken dome.

Approach the Tech Park buildings from the west side. Look for the two-story building with a balcony one story below the main rooftop.

Climb up to the second story and hop over the balcony. The hidden orb shimmers in the northern corner.

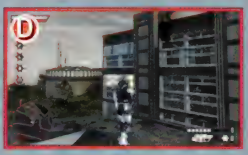


Continue across the roof to the southeast and jump down toward the highway. You'll find the next hidden orb in a gap in the concrete wall next to the lower highway.

Jump to the upper highway and continue to the southeast. Look for the first bridge that crosses over into the Unity Heights: Northwest district. The hidden orb rests atop the bridge's support structure, which can be reached with small, steady hops up the side of the support.

Return to the highway while heading northwest. Follow the length of the highway until you see the western bridge leading into the Unity Heights: Northwest district.

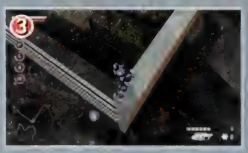
Another orb hides atop a bridge support. Again, use small jumps up the arched support to obtain the orb.



Begin at the south side of the Research Ruins. The main building at the southeast corner holds the first of several hidden orbs in the area.

Climb up to the building's roof and jump down the square hole in the center. Descend the gloomy staircase until you spot the orb lighting up the area in the corner. Retrieve it.

Return to the rooftop and drop down into the grass near the first circular structure. The orb hides nestled in the back corner.



Climb back up to the initial rooftop and proceed north. Head out past the building and follow the thin wall along the back pen. At the oceanside corner, look straight down and you'll see the hidden orb on the beach's rocky slope.

Jump down to the beach and head northeast. Another hidden orb rests at the base of a short staircase behind a retaining wall.

Turn to the east and leave the beach. Go into the park and over the road. The last hidden orb in the chain floats in the attic of a ruined farm building.

Continue northeast. A stone's throw away rests another orb, not so hidden as it pulses out in the open on the beach's circular platform.

Online Orbs & Audio Logs

To track down your first batch of online orbs, start on the east side of the Tech Park complex. Clear the tactical location first before attempting to retrieve the orbs.

Enter Tech Park and look for the online orb behind the tactical location symbol. Jump up on the twisted girder and grab the second online orb.

Jump up on the shorter roof on the east end of the building. Pick up the online orb at the corner overlooking the tactical location symbol.

Turn to the northeast and head over to the adjacent building. The third online orb rests atop the roof if you are looking back toward the highway.

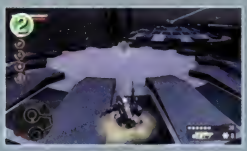
Head over to the front of the medical center building. Climb up the front side to the ruined rooftop.

A **Catalina Thorne** audio log waits in the darkness on the same level as one of the hidden orbs.

Exit the medical center and head west. Pass the reinforced wall and look for the corner courtyard in front of the Research Ruins. A **PCNN Reports** audio log sits alone out front.

A short distance behind the audio log, at the north end of the Research Ruins courtyard, jump up on the balcony overhanging from the white wall.

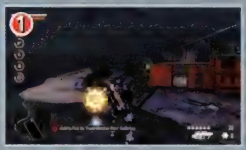
An online orb pulses at the end of the balcony platform.



Jump up to the roof and head west. A second online orb rests on the third circular platform surrounding the Research Ruins perimeter.

Move to the broken dome above the Research Ruins and drop down into the freak lair. The final online orb sits atop the column base on the west side.

Return to the top of the dome (the vault hex is the quickest method). Turn to the north and look for the next audio log out on the extended platform.



Take a running start and leap over to the north platform. Follow it out to the edge where you'll find a **Freak Watcher** audio log overlooking the sea.

Travel east across the beach to the far side of the park. A second **Freak Watcher** audio log sits on the outskirts of a Cell tactical location. There are three Cell soldiers armed with turret machine guns nearby, so either sneak in quietly or take them out before grabbing the audio log.

Renegade Orbs

Clean out the Tech Park tactical location so that you can earn an Agency landing zone and drop in the supercar.

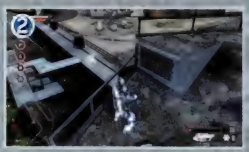
Make a left at the first turn. Watch out for Cell resistance in the area. You don't want them to distract you as you go for the driving renegade orb.

Line up for a straight shot at the driving renegade orb in the cul-de-sac in front of the medical center. Put the pedal to the metal.

Keep the orb in front of you. It backs into the cul-de-sac and loops around to come back out. If you cut it off, you capture it on the spot. If you miss, back out and try it again. You don't want to force it to the north or it will run loose through the streets of Unity Heights: Northeast.

Begin on the rooftop east of the agility renegade orb. Jump down to the broken skylight below.

As you near the orb's rooftop, it will veer to the northwest, up and over the tower near the reinforced wall. It's difficult to catch the orb here.

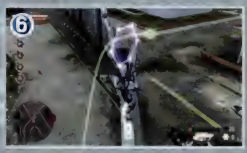


Jump up on the tower and force it down to the walkway atop the reinforced wall. If you can leap out far enough, you have a shot at catching the orb, though it's likely to continue down the wall.

Drop down to the wall and sprint after the orb. It will bank to the right and float down to the courtyard in front of the Research Ruins.

The distance between the wall and Research Ruins courtyard makes it nearly impossible to nab the orb here. Stay with it and chase it toward the Research Ruins.

As you near it, the orb will elevate up to the top of the main building in front of the Research Ruins. Climb up and flush it over the side.



Now's your chance. Take a running leap off the building and try to cut off the orb as it veers toward the wall (near the vehicle stunt ring) and back toward the original buildings. If you don't catch it on the wall, you can spring off the wall and try to come down on it again near the adjacent building.

Sit behind the wheel of the supercar and pull it up in front of the Research Ruins. Directly ahead is the driving renegade orb.

Floor the accelerator and shoot toward the orb at the corner. It's possible to capture the orb at any time on this track, so aim for it at every opportunity. Powerslide around the corner and head east. Gun it on the straightaways to make up ground on the orb.

Cut the corners to maintain speed, but not too much or you get stuck in the weeds.

Follow the orb as it twists through the course. It's nearly impossible to catch it here.

Jam on the brakes and turn to the right.

When the road curves south and then back north, slow down and make the turns.

Pick up speed again as the orb ducks under an old bridge. From here on, hit the gas as much as possible to try to catch the orb.

Slide around the bend and continue after the orb.

Continue the chase. You have a good shot at connecting with the orb here.

Open up full throttle. If you haven't capture the orb earlier, this straightaway is your best opportunity. Catch it before it reaches the gate at the end. If you miss, it will bank to the right and begin the circuit all over again.

Start to the south of the agility renegade orb, which hovers at the end of a string of rooftops.

Close in on the orb. It's possible to trick the orb on the rooftop. While standing near the southern edge, jump back toward your original position, just for a moment, then spin in midair and land in the middle of the rooftop. The orb may return to its original spot for an easy capture.

If you flush the orb out, it will rocket away along the balconies on the west side of the rooftops you just came down.

Follow it from above on the rooftops.

At the point where the balconies end, the orb will veer to the left onto the lower rooftop. If you stay on the upper rooftops, it's possible to jump down on it from directly overhead and capture it.

UNITY HEIGHTS: SOUTHEAST

- Agility Orb 1
- Agility Orb 2
- Agility Orb 3
- Agility Orb 4
- Hidden Orb
- Renegade Agility Orb
- Renegade Driving Orb
- Story Orb
- Online Orb
- Hotspot

Agility Orbs

Move to the street south of the Oakwood Finances building. There is a gray office building to the west.

Use the windows on the east side of the gray building to reach the top. Grab the Level 3 agility orb from the ledge near the rooftop sign.

Face north and climb onto the sign. Make a running leap across to the cracks at the southeast corner of the tower in front of you.

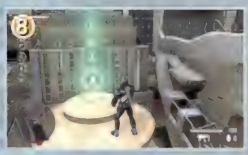
Climb up the cracks to the rooftop above. There is a large sign to the west. Climb up the frame to the top of the sign and grab another Level 3 agility orb.

Hop down from the sign and move to the east edge of the rooftop. Jump down to the gray tiles on the Oakwood Finances building.

Move east and climb up to the next level of the building. Scale the large sign on the rooftop's south edge and face east. Jump across to the top of the building and collect the Level 3 agility orb from the east edge of the rooftop.

Make a running leap across the street to the next building. Aim for the air conditioning unit next to the yellow dome on the south side of the rooftop.

Jump up to the yellow dome and collect the Level 3 agility orb from the small structure at the top.



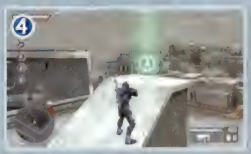
Move across to the yellow dome on the north side of the building. Climb up to the top of the dome to collect another Level 3 agility orb.

Move to the courtyard east of the Hampton Rise. Look up to the absorption unit above the walkways on the east side of the courtyard.

Climb up along the north edge of the walkways, near the blue section of the building.

When you reach the end of the walkways, jump up to the rooftop above. Face south and grab the Level 3 agility orb at the ledge near the absorption unit.

Move to the north end of the rooftop and face east. Make a running leap to the ledge on the blue and gray building across the street.



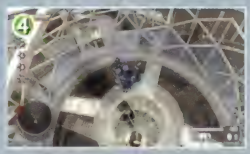
When you land, climb up the west side of the building to the rooftop above. Jump up and grab the Level 3 agility orb on the small structure near the center of the rooftop.

Move to the west entrance of the laboratory complex. Look up to the remains of the large globe on the building to the southeast. A crumbling walkway runs around the north side of the building.

Run to the small door near the end of the driveway. There is a damaged section of the wall above the door.

Climb up to the damaged section above the door and follow the wall south to the crumbling walkway. Jump to the top of the walkway and follow it around the north side of the building.

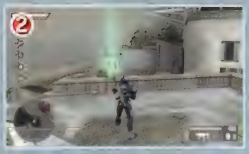
When you reach the end of the walkway, face west and jump up to the door on the building's east side. Pass through the door and face east. Look up to the base of the globe.



Jump up and climb along the framework above you. When you reach the top of the framework, face west and jump down to grab the Level 3 agility orb from the structure below.

Move to the buildings north of the laboratory complex. Locate the long strip of tinted glass on the north side of the blue and gray building.

Jump up to the blue tiles along the base of the building and climb up to the strip of tinted glass. Face west and jump across to the balconies on the rounded section of the building.

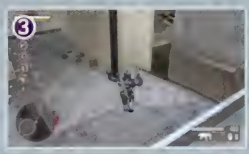


Climb up to the top of the building and grab the Level 3 agility orb across the rooftop.

Move to the center of the buildings north of the laboratory complex. There is a small, circular driveway at the entrance to a brown and black building.

Jump up to the awning above the driveway and climb up the windows along the building's curved section. Jump up to the exposed floors above the windows and climb to the top of the building.

Move to the sign at the top of the building. Climb up the frame of the sign and grab the Level 3 agility orb at the top.



Face southeast and drop back down to the rooftop. Jump down to the blue tiles below and move across to the southwest corner of the next building.

Move to the edge of the blue tiles and make a steered jump to the metal framework on the building's south side.

Climb up the side of the building to the rooftop above. Climb up the sign in the center of the rooftop and collect the Level 3 agility orb.

Face south and hop back down to the rooftop. Make a running leap to the laboratory complex across the street and collect the Level 3 agility orb from the ledge.

Move to the tan and black building northwest of the Hampton Rise. Look up to the windows between the black panels on the north side of the building.

Move up along the windows to the hole near the top of the building. Climb up the exposed floors inside the hole to reach the blue tiles above. Face the building to the south.

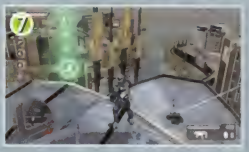
Make a running leap across to the next building. Cross to the edge of the gray tiles and face east. Make a running leap to the top of the building and grab the Level 3 agility orb from the ledge.

Face west and jump back down to the gray tiles. Run across to the hole in the side of the building.

Climb up to the level above and cross to the structure at the end of the rooftop. Jump up and collect the Level 3 agility orb from the west edge of the building.

Face northeast and jump across to the next building. Climb onto the rooftop structure and grab another Level 3 agility orb.

Face west and make a running leap toward the absorption unit on the next building.

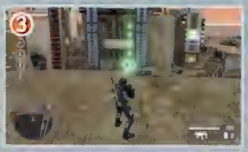


When you land, use the windows on the south side of the building to reach the absorption unit. Move west and climb up to the glass structure at the end of the building. Climb up the frame of the structure to collect the Level 3 agility orb above.

Move to the ruins of the old security building. There is a driveway leading up to the exposed beams on the south side of the building.

Follow the driveway up to the security building and climb up the side of the brown beam above.

When you reach the top, face northwest and jump across to the upper floors of the building. Follow the floor around to the small, tiled area at the top of a staircase. Face northwest and look up. There is a large, broken beam above you.



Move north and jump up to the east side of the broken beam. Climb up to the top and collect the Level 4 agility orb at the edge of the security building.

Move to the northwest corner of the Hampton Rise. There is a large, gray panel near the base of the building.

NOTE

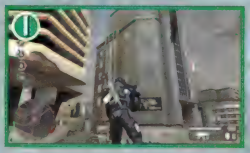
The climb up the Hampton Rise requires a Level 5 Agility skill.

Jump up to the top of the gray panel and climb to the rounded windows on the building's north side.

When you reach the ledge above the rounded windows, pull yourself up to the small balcony. Face southwest and jump up to the base of the windows above you. Jump up to the gray ledge on the west side of the windows.

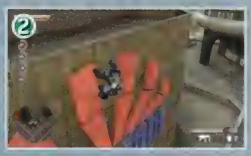
Pull yourself up and face southeast. Climb up the wall to the next level of the building. Climb onto the ledge and jump up to grab the Level 4 agility orb from the rounded structure on the north side of the building.

Hop down from the ledge and follow the walkway around to the south side of the building. Climb up and grab the Level 4 agility orb from the rounded structure on the ledge.



Move to the blue and gray building south of the Hampton Rise. A small awning is above the entrance on the south side of the building.

Climb up the stairs to the south entrance of the building. Jump up to the west edge of the awning and climb up the widows on the side of the building.



When you reach the top of the windows, jump onto the walkway and move around to the building's north side. Jump up and grab onto the sign on the wall above you and climb to the absorption unit at the top of the building.

Run past the absorption unit and collect the Level 4 agility orb from the ledge on the south side of the rooftop.

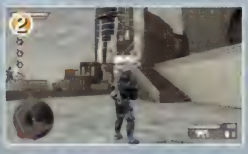
Move to the west edge of the rooftop. Face northwest and make a running leap across to the next building.

When you land, climb up to the top of the building and grab the Level 4 agility orb at the rooftop's north end.

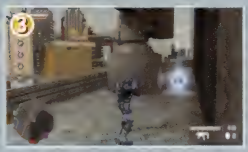
Hidden Orbs

Move to the blue and gray building south of the Hampton Rise. There is a small awning above the entrance on the south side of the building.

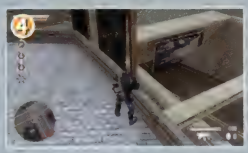
Jump up to the west edge of the awning above the entrance. Climb the windows to the ledge above and face northwest.



Make a running leap across to the next building. Land near the bottom of the stairs on the lower level of the gray tiles.



Move around the south side of the stairs and face north. Collect the hidden orb at the base of the large video screen.



Climb down from the building and move southeast across the blue tiles. When you reach the end of the tiles look down to the tunnel entrance below.

Jump down from the blue tiles and enter the tunnel. Move to the hole on the east side of the tunnel wall.

Pass through the hole in the tunnel wall and collect the hidden orb inside.

Exit the hole and follow the tunnel as it curves to the north. Exit the far end of the tunnel and face the bridge to the west.

Jump into the water and swim under the bridge. Hop out and grab the hidden orb at the base of the bridge.

Move to the southeast corner of the Hampton Rise.

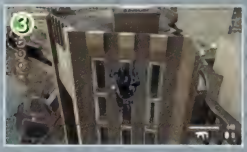
Jump up to the base of the building and climb the rounded windows on the building's east side.

When you reach the top of the windows, jump up to the small balcony above and collect the hidden orb on the south side of the Hampton Rise.

Move to the blue building north of the Hampton Rise. There is small hole in the west side of the building.

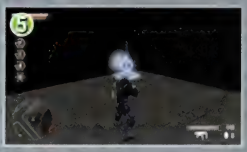
Hop up to the gray ledge at the base of the building and jump to the widows above. Climb up the windows to the hole in the side of the building. Climb inside and grab the hidden orb.

Jump back out to the windows and slide around to the south side of the building. Climb up to the patio above and follow the ledge east.



When you reach the end of the patio, make a running leap to the tan and black building ahead. Aim for the windows between the black panels on the west side of the building.

Climb up to the top of the building and move to the hole at the southwest corner of the rooftop.



Drop down into the hole and collect the hidden orb in the corner of the room.

Climb back up to the rooftop and move to the east side of the building. Drop down to the blue tiles below. Climb down the exposed floors on the building's east side to grab another hidden orb.

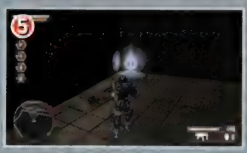
Move to the south entrance of the security building. The driveway ends at the large door near the top of the rocks.

When you reach the door, jump down from the west side of the driveway. As you fall, steer your landing toward the ledge to the north. Face east and collect the hidden orb below the security building's south entrance.

Move east across the rocks and climb up to the security building. Move to the large structure on the south side of the building.

Enter the hole in the south side of the structure and grab the hidden orb to the north.

Climb up to the top of the structure and make a running leap to the circular walkway in the center of the building. Follow the walkway to the west side of the building and jump up to the stairs above.



Move west past the stairs and head down the small ramp along the wall to the south. Hook around and grab the hidden orb in the corner under the ramp.

Move back up the ramp to the stairs. Face north and jump down to the level below. There is a large hole in the wall ahead.

Pass through the hole in the wall and climb up along the exposed floors inside. When you reach the top floor, face east and collect the hidden orb in the corner.

Exit back through the hole in the wall. Move southeast and hook around the corner. Jump up to the windows on the inside of the security building. Climb up to the ledge above and jump down to the water below.

Swim east along the rocks on the north side of the building. When you reach the ledge at the base of the rocks, hop out of the water and face west. Climb up along the rocks to grab the hidden orb north of the building.

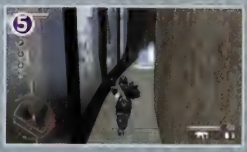
Move to the brown and gray building east of the Hampton Rise. Look up to the hole at the northeast corner of the rooftop.

Climb up the windows on the east side of the building. When you reach the top of the windows, face south and jump up to the hole at the top of the building. Hop up and grab the hidden orb inside.

Jump back out of the hole and climb up to the top of the building. Face west and jump across to the hole in the rooftop below. Jump down and grab the hidden orb from small room with blue tiles.

Jump back out to the rooftop and face west. Hop down to the ledge that runs around the side of the building. Move west over the hole in the south side of the building.

Follow the ledge around to the hole in the north side of the building. Jump inside and grab the hidden orb from the gray tiles.



Hop back out to the ledge and move around to the south side of the building. Drop down into the hole under the ledge and follow the walkway to the north side of the building. Grab the hidden orb at the end of the windows.

Move to the buildings north of the laboratory complex. Look up to the windows on the north side of the blue and gray building.

Jump up to windows on the north side of the building. Climb up to the windows and jump across the hole at the top of the building. There is a small structure on the south side of the rooftop.

Hop onto the small structure and drop down through the hole in the glass. Face north and grab the hidden orb inside.

Jump back out to the top of the structure and face west. Jump across to the rooftop on the other side of the building and face south. There is a hole at the top of the building ahead.

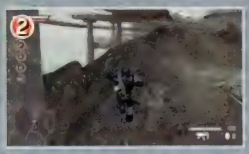
Make a running leap to across to the hole at corner of the building. Climb down the exposed floors until you reach the fire pit below. Face east and collect the hidden orb at the end of the blue tiles.

Climb back out to the top of the hole and jump up to the south side of the rooftop. Move to the west edge of the rooftop and look down to the patio below.

Jump down to the patio and move to the hole on the west edge of the building. Drop down and collect the hidden orb inside.

Move to the strip of grass on the east side of the area. There is a small set of stairs on the north end of the grass.

Jump across to the rocks north of the stairs. Face south and grab the hidden orb at the bottom of the rocks.



Move south past the stairs and jump onto the rocks under the freeway.

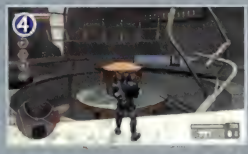
Move south and grab the hidden orb between two large rocks.

Move to the courtyard east of the Hampton Rise. Look up at the walkways above the entrance to the east.

Move to the courtyard entrance and face north. Jump up and climb along the inside edge of the walkways. Collect the hidden orb at the north side of the entrance.

Climb back down to the ground and face east. Exit the courtyard and move to the south side of the blue and gray building across the street.

Move around the southeast corner of the building and collect the hidden orb to the north.



Face west toward the building and jump up to the ledge above. Face east and climb up to the north building of the laboratory complex. There is a large, orange structure in the center of the round building.

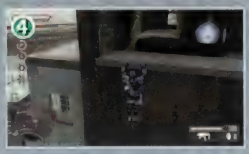
Jump across to the orange structure and face northeast. Drop down from the structure and collect the hidden orb through the small door at the end of the walkway.

Move to the broken fountain at the south end of the laboratory complex. There is a small, blue building to the west.

Climb up to the large walkway on the east side of the building. Face south and jump up to the ledge above you. There is a small corridor at the top of the building.

Climb up and enter the building. Collect the hidden orb from the doorway on the south side of the corridor.

Face east and jump back down to the broken fountain. Continue east and collect the hidden orb below the metal stairs.



the stairs and face south. Jump onto the stairs and climb up the windows above. When you reach the top of the windows, make a steered jump to the ledge at the top of the building. Hop up and grab the hidden orb to the south.

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Move to the fire pit above the water, just southwest of the laboratory complex.

Jump down into the water and swim under the fire pit. Jump up and collect the hidden orb on the sand to the east.

Drop back into the water and swim east along the rocks.

When you reach the sand south of the laboratory complex, face north and jump out of the water. Grab the hidden orb from the rocks on the west edge of the sand.

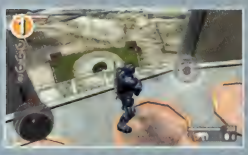
Hop back into the water and swim east along the coast. Follow the water north as you pass under the bridge.

Continue north and watch the coast for the sand east of the laboratory complex. There is a column at the far edge of the sand.

Jump out of the water and collect the hidden orb on the west side of the column.

Online Orbs and Audio Logs

Move to the broken fountain on the south end of the laboratory complex. Look up to the walkway to the north. There are two pipes leading up to the sign near the top of the building.



Jump up to the walkway. Climb onto the pipes and jump to the level above. Collect the online orb from the ledge above the sign.

Move to the covered walkway on the east side of the building. Follow the top of the walkway to the building in the center of the laboratory complex. Face east and jump up to the top of the building.

Climb down the inside of the building to the walkway at the bottom. Circle around the walkway and collect the online orb on the building's south side.

Jump through the hole at the center of the building to the freak lair below. When you land, move to the ledge on the south side of the beacon drop zone. Jump down and collect another online orb from the rocks below.

Move to the street east of the Hampton Rise courtyard. Face the courtyard entrance on the west side of the street.

Move to the pillar at the center of the entrance and grab the online orb just outside the courtyard.

Enter the courtyard and move west toward the Hampton Rise. There is a large passage at the base of the building.

Jump up to the ledge above the passage and grab the online orb on the west side of the courtyard.

Jump onto the ledge on the south side of the courtyard and move east.

Follow the ledge to the online orb on the courtyard's south side.

Move to the security building's north entrance. There is a large passage at the end of the driveway.

Jump up to the beam just outside the entrance and collect the agility orb above.

Face southeast and jump up to the security building. Run toward the center of the building and jump across to the circular walkways.

Follow the walkways around the inside of the security building. As you reach the north side of the walkways, jump down to the walkway at the bottom.

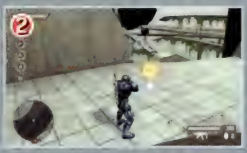
Collect the online orb from the east side of the circular walkways.

Face west and hop down from the walkway. Move to the edge of the hole in the center of the security building and drop down to the freak lair below.

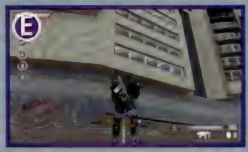
When you land, run south and jump onto the ledge across the gap. Collect the online orb south of the beacon drop zone.

Move to the south entrance of the security building. Look up at the rock ledge just above the entrance.

Jump onto the rocks above the entrance and move east around the beams on the north side of the ledge. When you pass the last beam, face north. A large structure stands on the south side of the security building.



Climb up to the floors of the structure and collect the **Freak Watcher** audio log from the top.



Move to the buildings north of the laboratory complex. Look up to the windows on the north side of the blue and gray building.

Jump up to the windows and climb to the top of the building. Face east. There is a hole at the edge of the rooftop.

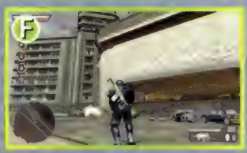
Move to the east edge of the rooftop and drop down into the hole. Collect the **Whistle-blower Files** audio log from the blue tiles below.

Jump back up to the rooftop and move to the building's west end. Face south and jump across to the building ahead.

Climb up to rooftop on the south side of the building and look down to the laboratory complex.

Jump across to the building below. When you land, follow the walkway around to the east side of the building and hop over the gap.

Continue to the south side of the walkway and collect the **Freak Watcher** audio log from the top of the metal ramp.



Move to the street south of the Oakwood Finances building. There is a gray office building to the west.

Climb up the windows on the side of the building. When you reach the top, face north. Look up to the cracks along the corner of the building in front of you.

Jump across to the cracks and climb up to the top of the building. Collect the **Surveillance** audio log at the northeast corner of the rooftop.

Face northeast and make a running leap to the buildings across the street. When you land, drop down to the ledge below and collect the **Catalina Thorne** audio log on the south side of the Hampton Rise courtyard.

Move to the north entrance of the security building.

Jump up to the security building and climb to the top of the brown beams. Face east to the crumbling rooftop.

Jump across the beams to the roof of the security building. Move to the gap in the east side of the roof. The agility renegade orb moves up to the section across the gap.

Make a running leap across the gap and chase the renegade orb south around the top of the security building. Pass under the brown beam as you approach another gap in the roof.

Jump across the gap in the roof. The orb floats above the next beam. Run under the beam and intercept the orb as it returns to the rooftop of the security building.

Move to the buildings north of the laboratory complex. Look up at the balconies on the west side of the blue and gray building.

Jump up to the balconies and climb to the hole at the top of the building. Jump up along the exposed floors to reach the rooftop above.

Move to the east edge of the rooftop. Face the agility renegade orb on the other side of the building.

Make a running leap toward the orb. Land slightly to the north and force the orb across the rooftop. Run south and jump across to catch the agility renegade orb before it reaches the end of the rooftop.

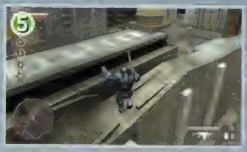
Move to the rubble on the northwest edge of the laboratory complex. Face east. Look up at the gap in the side of the building in front of you.

Jump onto the rubble and climb up into the building. Follow the walkway around the east side of the building. Jump onto the structure above the walkway and climb up to the top of the building.

Move to the metal ramp on the east side of the building and face the agility renegade orb to the south.

Run down the ramp to engage the agility renegade orb. The orb flees to the walkway on the south side of the building. Make a running leap to the end of the walkway and follow the orb west.

Chase the orb over the blue building on the west side of the laboratory complex. The orb continues west to the yellow dome.



Jump across to the wall on the west edge of the laboratory complex and run north alongside the orb.

Intercept the agility renegade orb as it cuts back to the wall of the laboratory complex.

Drive an Agency supercar to the street north of the laboratory complex. Pull the car around to face the driving renegade orb near the freeway to the east.

Accelerate your vehicle to engage the orb. Chase the orb up the ramp to the freeway above.

Stop your car near the top of the ramp just as the driving renegade orb reaches the freeway. The orb stops and reverses direction.

Accelerate into the driving renegade orb as it moves back to the top of the ramp.

Drive an Agency SUV to the freeway east of the security building. Pull your vehicle around to face the gap in the safety barrier.

Use your SUV's hydraulic jump and land on the driveway at the southeast corner of the security building.

Straighten out your vehicle and use the hydraulic jump to climb up over the entrance at the end of the driveway.

Exit your vehicle and carry the SUV to up to the south edge of the security building.

NOTE

It is possible to climb to this position using the traction boost of the hydraulic jump, but as long as you have a Level 4 Strength skill, carrying the vehicle is a safe alternative.

Hop back in your SUV and jump down to the bottom of the security building. Pull around to the hole at the center of the building.

Use the SUV's hydraulic jump to drop down to the freak lair below. Climb down to the ledge on the south side of the lair and face west. Accelerate along the ledge to engage the driving renegade orb on the north side of the cavern.

Keep the orb ahead of your vehicle as you follow it around to the east side of the freak lair.

When the orb moves up to your ledge, push your vehicle to its top speed.

Catch the driving renegade orb as it circles around the inner ledge of the freak lair.

UNITY HEIGHTS: SOUTHWEST

- Agility Orb 1
- Agility Orb 2
- Agility Orb 3
- Agility Orb 4
- Renegade Agility Orb
- Renegade Driving Orb
- Hidden Orb
- Story Orb
- Online Orb
- Hotspot

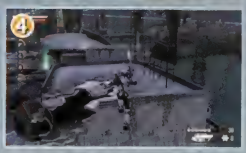
Level 1 & 2 Agility Orbs

Start out on the northwestern docks. Climb the western end of the building that holds the first agility orb.

At the top of the building look to the east and you'll see the orb out on a thin girder. Tread carefully while you step out and grab it.

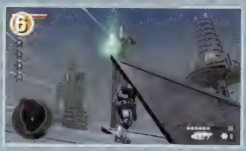
Face southeast and jump down off the building. Continue until you see the smashed glass skylight. Climb up and pick up your second Level 2 orb.

Turn south and you'll immediately see the next orb on the rusted support across the next rooftop. Jump down and retrieve the orb.



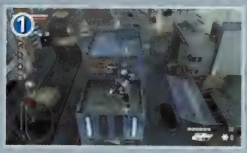
Drop down off the roof and move to the front of the next building. Climb up the scaffolding and then make a leap up to that building's rooftop. Take a running start and leap across to the building with a chunk missing out of its top corner. The next orb rests on the rooftop ledge.

Jump down to the lower rooftop to the south and then across a small alley to the short rooftop on the left side of the next building. Hop up to the higher rooftop and you'll gain another Level 2 agility orb on the roof.



Sprint to the south and make the running leap across to the large, sloped rooftop ahead. The last orb in the chain rests on the fin sticking up out of the roof on the west side of the building.

Climb up the tiered building on the north end of the middle strip of buildings in the western dock area.



Face south and spring off the roof for a long fall to the building below.

Go to the left side of the roof and use the raised ledge for a little extra height to reach the top of the turkey billboard. While hanging on the billboard's up per edge, flip up to the next rooftop and retrieve the Level 2 agility orb above the roof door.

Pick up the only Level 1 agility orb with a simple drop down to the rooftop to the south.

Jump over to the next building and look up. The orb rests atop a broken section of an old billboard. Use the moss-covered wall to spring up to the top of the blue building's rooftop. Climb the billboard frame and carefully jump onto the orb.

Continue south and jump over to the next building's rooftop. Beyond the ruined building corner you'll spot the Level 2 agility orb on the rooftop ledge.

For the eastern strip of buildings in the docks area, head to the buildings on the north end. Use the ledges on the yellow and orange buildings to jump back and forth until you reach the short rooftop, then jump up the air conditioners to reach the upper roof.

Jump across the upper rooftops to the circular building. Pick up the Level 2 agility orb on top of it.

Retrace your steps and travel south. Continue building-hopping until you reach the roof with the stairs leading to the dome on the western side.

Another orb pulses atop the broken dome. Jump over to it and then face southeast.

Jump over to the brown building and circle around to the north side. Use the scaffolding on the northeast corner to climb to the roof. Jump up to the billboard on the roof and collect another orb.

From the top of the billboard, leap down to the roof to the south. Cross to the adjacent building rooftop and collect the next orb. If you miss the long leap, move to the west side and climb up the gutted building near the fire. Use the ruined section to reach the top.

Make one more leap to the adjacent building to the south. Spring up to the roof and collect the last Level 2 agility orb on the rooftop ledge.

Level 3 Agility Orbs

The absorption building holds the Level 3 agility orb in the district's northwest corner. Jump down from the highway, move across the front courtyard, and leap up on the doorway overhang.

Approach from the south side of the building. Look for the vertical windows on the white wall. Jump on the street-level light, then up to the windows and ascend ledge by ledge to the top. Use the broken corner of the next rooftop to reach the orb up on the billboard.

Spring up the front of the building, from ledge to ledge past the blue windows. When you can go no farther, slide over to your right and climb up the broken section until you reach the rooftop. If you haven't seized the absorption unit yet, enemies guard the orb.

Use the same buildings you ascended in chain C of the Level 2 orb section and reach the circular tower. Drop down two buildings to reach the rooftop with another billboard and the Level 3 orb sitting atop it.

Turn to the southwest. Building-hop down to the waterfront and pick up an easy Level 3 orb on the last gray building by the water.

Face southeast. Cross the block, building by building, until you see another Level 3 orb blinking atop a ruined billboard. Jump over to the rooftop and then up the billboard to retrieve it.

Begin by climbing the building adjacent to the black building with the broken Turkey Chunks billboard. Reach the first rooftop, then turn to the black building and leap over to the windowsills.

Two barricades prevent you from climbing straight up. You have to jump backward and quickly angle forward to bypass each barricade. Ascend to the top and jump up on the billboard to collect the orb.

Walk out to the rooftop corner and face southwest. Jump way down to the next orb on the roof below.

Turn south. Take a running start and leap across the street to the ruined building. Climb up its broken levels.

Some of the broken levels overhang and make it difficult to ascend straight up. When you reach the level with the sloped earth, jump up the dirt area to grab the upper rooftop. Land on the top roof and pick up the next orb on the ledge.

Turn to the east. Leap down to the long walkway leading to a short, moss-covered rooftop on the red, brick building.

Face north and jump across to the next building at nearly an equal height. Grab the orb on the edge.

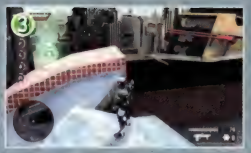
Continue north and make the long leap to the next building's rooftop. The Level 3 orb pulses in the northwest corner.

Turn to the east. Jump down to the next rooftop and grab the final orb in the chain.

Begin in the northwest corner of Hope Plaza below the toppled building. Climb up to the red girders and leap over to the broken levels on the building to the east.

Navigate up the broken levels until you reach the rooftop. Collect the first Level 3 orb in the chain at the building's highest point.

Jump over to the southeast building. Collect another orb, then double back to position 1.

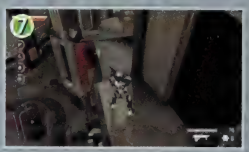


Face north and jump over to the adjacent building with the red trim. Land on the balcony and move out onto the small ledge that runs around the whole building. On the west side, jump up to the broken levels and climb to the very top for your next orb.

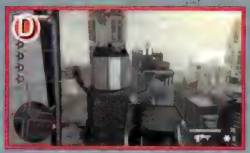
Turn to the southwest. You should be looking at the toppled building. Take a running start and land on the toppled building's side. Jump immediately, and continue jumping up the side of the slanted building until you reach the top.

Navigate the toppled building's top edge and pick up the orb on the southern edge.

Jump west onto the broken sections of the building upon which the toppled building leans. Climb up to the tower section and use the broken windows in the front to reach the top, where another orb awaits.



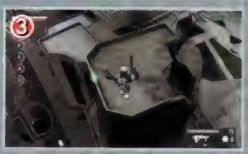
Exit the tower and walk out on the ledge. Look way down to the west and you should see the final orb on the rooftop below. Take a deep breath and make the long leap down for the final orb in the chain.



Begin by climbing the building next to the southeast side of Hope Tower. Use the windowsills to reach the first rooftop.

Circle to the back of the rooftop balcony and use the broken levels on the north side to reach the top. Pick up the Level 3 orb atop the billboard.

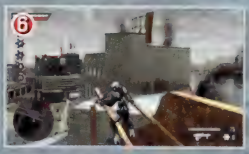
Face southwest and walk over to the edge. Leap far and drop down to the adjacent building below. Another orb rests on the rooftop edge.



Continue down to the next rooftop to the south. Pick up the next orb.

Again, continue south and drop down to the next rooftop for another orb.

Face southwest. Take a running start and leap across to the next rooftop. Grab the orb behind the billboard on the rooftop edge.



Climb the billboard and walk out carefully to the tip of the broken support. Leap from here across the street to the southeast building. Stack the crates to climb to the higher rooftop, or use the wall billboard on the north side to vault up broken levels to the top and collect another orb.

Return to position 4. Jump east to the black building and use the windows to reach the first rooftop. Climb up the stonework above the doorway to get within jumping distance of the top roof and another orb.

Return to position 2. Walk out on the broken tip of the rooftop and look down on the rooftop to the northwest. A long leap to the rooftop will earn you another Level 3 orb.

Level 4 Agility Orbs

This chain starts on the northwest side of the district near the water. If you don't want to get constantly harassed by Cell, clear out the tactical location in the area.

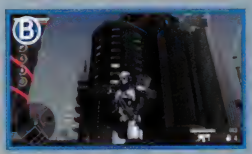
From the main street, jump across to the orange building. Climb up the side, hop up on the top roof and pick up the Level 4 orb atop the building's ornate front.

Follow the Level 2 orb chains to reach the building to the north of the orb building. Jump to the south and land on the rooftop that has a tunnel going through the building. Leap up to the windowsill above, then to the broken girder to your left, and then up to the rooftop for the second orb.

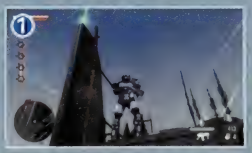
Cross Hope Plaza to the northwest corner. Use the same path as with the Level 3 orbs to reach the building west of the toppled building and tower building.

From the building with the Level 3 orb, leap southwest to reach the shorter rooftop on the absorption unit building.

Swing around behind and find the concrete wall with the thin black ledges. Jump up the ledges to the rooftop below the absorption unit and grab the orb.

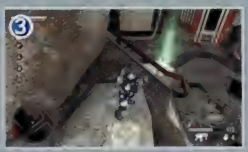


Start on the northwest side of the buildings that hold the four Level 4 orbs in this chain. Pass the black building and climb up the concrete levels of the building behind it.

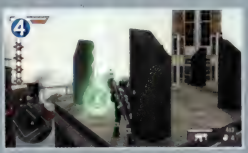


On the roof, climb up the broken billboard for the Level 4 orb. Turn and face the building to the north.

Leap across and grab the concrete strip just below the rooftop. At Level 5 Agility, you can make the leap across to the rooftop, but at Level 4 Agility you must grab this strip and then propel yourself up and over to the roof.



Cross through the inside to the building and jump across to the western building. Grab any of the windowsills and go left until you reach the corner. Jump up to the balcony and use the crack in the wall to jump to the top portion and your next orb.



Turn back to the eastern building. From your newly elevated position, you can leap back across to that building and land on the higher rooftop. Hop up on the black block to your left and then up to the top for the orb.

Face southwest and move to the edge. Jump way down to the rooftops below the absorption unit platform.

Continue climbing up till you gain the platform and retrieve the orb. If you haven't seized the absorption unit previously, expect enemy resistance.

Stand outside the large tower on the east side.

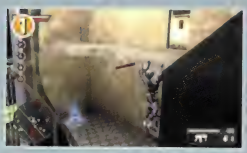
Climb the windowed tower in front of you. Use the series of ledges that lead all the way to the top.

The first orb will be on your right when you reach the top. Either jump over and collect it on its thin ledge, if you're comfortable with your precision jumping, or climb up on the roof and walk out on the thin ledge to retrieve the orb.

Proceed to the southeast corner of the tower roof and look down. You'll see the second orb atop the adjacent building a long way down. You cannot jump straight down! The impact will kill you. Instead, hang over the ledge and drop to the next lower ledge.

From the lower ledge, it's an easy jump over to the adjacent building's rooftop. Walk out on the ledge and collect the second orb.

Begin at the northwest section of the district. Climb any of the buildings in the area to get higher, though you can use the steps in the Level 3 agility orb chains for an easy ascent.



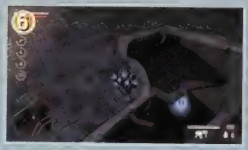
Once up on the nondescript roof, look for the crumbling corner on the southwest side. Drop down until you can reach the hidden orb on the checkered floor.

Return to the rooftop and face southwest. Drop down to the long rooftop below. Climb into the hole at the bend and retrieve the hidden orb from the darkness.

Head northwest to the building at the end. Climb up the ruined wall on your left and look for the third hidden orb on the broken levels beyond the crumbling wall.

Climb up to the rooftop above the third hidden orb. Proceed to the northwest corner and look down. The ruined corner on the lower roof holds another hidden orb.

Return to position 2. Climb the nearby wall and turn to the southwest on the rooftop above. Leap across the street to the circular tower on the opposite side.



Turn south. Jump down to the cobblestone surface below the higher rooftops. One of the sections has given way, and inside you'll find another hidden orb two stories down.

Climb up to the rooftop above the last hidden orb and turn east. From the corner, you can see a hidden orb glowing in the shadows of the ruined building across the street. Take a running start, leap across and grab one of the open windows to gain access.

Drop down into the street below and head south. Look for an alley next to the north side of Reinhardt Hotel. The alley dead-ends, but another hidden orb is in the corner to your left.

From street level, climb up the front of the Gothic, black building. Stand atop the broken wall.

Look down. The first hidden orb in this chain lies at the base of the building in the corner.

Climb up the Gothic building and face east. Jump across the building tops and climb the circular tower with the blue ring around the middle.

Once on the roof, climb inside collapsed structure. To the right of the red tile is a pocket under the rubble that holds the hidden orb.

Jump down to the rooftop to the south and then over to the rooftop to the southeast. A section of the building on the south side is missing. The hidden orb glows at the end of this tunnel.

Return to the roof you just came from and leap over to the toppled building to the west. The third broken section down holds a hidden orb to your right.

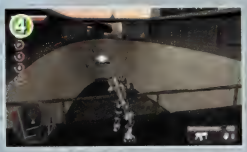
Continue to drop down carefully. Near the base of the toppled building, where the stone has collapsed, a second hidden orb sits way back into the foundation.

Climb the glass column on the outside of the tower east of Hope Plaza.

Follow the ledge until you're directly above a hidden orb way down below on a ledge. Drop down carefully to retrieve it.

Jump over to the glass column and climb back up to the roof. A second hidden orb rests under a gazebo out in plain sight.

Face southeast. Walk to the edge of the roof and hang over the side. Drop down carefully to the ledge at equal height to the adjacent building. Leap across to the building and discover another hidden orb in the broken section near the fire.



Turn west and head to the end of the building. Another hidden orb glows at the end of the sunken basin area.

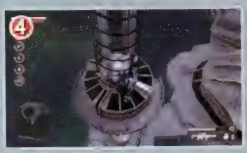
The next orb is actually inside the building. Either drop down over the north side, or approach it from the Hope Plaza courtyard and climb up the ruined balconies. Enter the building and turn right for a small room with the hidden orb.

Travel over to the island in the northwest corner of the district. Stand outside the main building on the south side.

Continue south over the highway and drop down to the lower level. The hidden orb is actually underneath where you were standing previously in the corner of an empty parking lot.

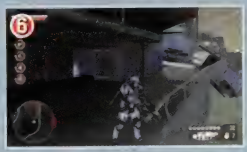
Face southeast and beeline toward the next orb. Swim across the water and look for the hidden orb on the lowest balcony just above the waterline.

Climb ashore and continue south to the bridge. Using the same method as in the mission walkthrough, carefully scale the suspension wire on the north side of the bridge. When you get close to the top, you'll have to jump several times to reach the concrete support up top.



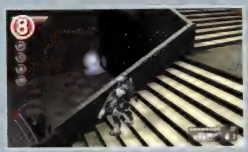
Turn to the north and you should see the tall spire on the circular peninsula. The hidden orb lies atop that spire. Leap off the bridge and land on the widest part of the spire. Climb inside and pick up the orb.

Head east to the building at the district's southern tip. Climb up to the broken section and look for the next hidden orb behind the fire.



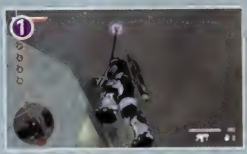
Turn around and look out toward the water. Jump down toward the ruins on the shore and drop down to the lowest level on the water. The orb hides in the eastern corner.

Continue east to the next structure. The building has slid into the water, and only part of it is accessible. Climb out until you find a hole in the structure's top. Hang over the side and you should be able to drop down into a small compartment for the next orb.



Go northeast up the street to the building past the circular tower. Climb up to the roof and drop down the staircase in the middle. Another hidden orb shimmers inside the building along the western wall.

Start atop the Level 4 orb building from chain B. Leap across to the west and land on the next building.



Climb up the ruined wall and, once you're at the top, leap straight up to snatch the hidden orb.

Leap down to the next building with a billboard atop it. Move to the northwest corner and find the balcony with the ruined white supports ahead.

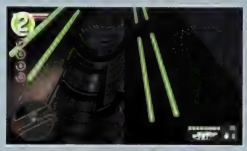
Take a running start and leap over to the balcony with the white supports. Look for the next hidden orb in the small doorway on the wall.

Walk over to the southwest corner of the balcony. Hang over the edge and look down. You'll see a chunk of the corner missing halfway down the building wall. Drop off the edge and steer into the wall so that you catch the small ruined ledge. Inside is the next orb.

From the ruined edge outside the missing corner chunk, look down into the alley to the northwest. You'll see the final orb in the chain glowing in the dark below. Go retrieve it and prepare for a big climb up Hope Tower.

Climb to the top of the absorption building to the northeast of Hope Tower. At any point, if you need higher elevation to reach a hidden orb, or just want more altitude for a wingsuit glide, consult the "Climbing Hope Tower" sidebar for a cheat sheet of the tower climb.

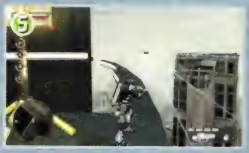
Face southwest and make the long leap across to the first main level of Hope Tower. If you haven't tackled the tactical location below, there will be many Cell enemies throughout the tower, so be careful.



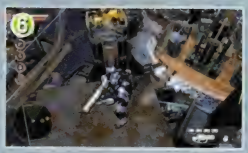
Climb the inside of the tower to reach the second main floor. Use the semicircular ledges and windowsills to navigate up. Watch out for enemies when you pull yourself up to the main floor.

Hop up on the short balcony on the west side of the tower. You're rewarded with two hidden orbs on the balcony.

Walk outside to the perimeter and carefully step out to the tip of the protrusion sticking out from the building on the southwest side. You'll see Agency Tower ahead of you in the distance. Jump over to the outer wall on your left, then drop down two more short ledges to reach the exterior hidden orb.



Return to the second main floor. Cross to the opposite side of the building and carefully step out to the tip of the protrusion sticking out from the building on the southeast side. Pick up the hidden orb on the edge of the protrusion.



Climb to the very top of the tower. See the "Climbing Hope Tower" sidebar for specific instructions. Pick up the hidden orb atop the red column.

Reward yourself with a wingsuit glide down to the bottom of the tower and an easy hidden orb. Simply enter the underground tunnel that encircles the tower base and you'll find the final hidden orb in the northwest corner.

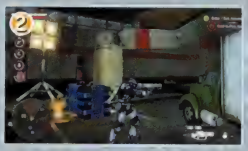
CLIMBING HOPE TOWER

1. Climb up the absorption building to the northeast of Hope Tower.
2. From the absorption platform, leap over to the first main floor of the Tower.
3. Eliminate any Cell resistance on this floor.
4. Climb the inside of the tower. Use the semicircular ledges and windowsills to hop your way up.
5. Pull yourself up to the second main floor. Eliminate any Cell resistance.
6. Climb the inside, or the outside, of the building to reach the upper platforms.
7. Once on the upper platforms, jump up to the first white ledge on the multilevel pillar that the renegade agility orb floats above.
8. Climb to the top of the multilevel pillar.
9. Jump to the closest black spire and climb to the top of the shorter end. You can grab hold of the green light for a boost.
10. Jump back to the gray support on the multilevel pillar, above the top white ledge.
11. Jump higher to the tallest gray support on the multilevel pillar.
12. Make the long jump to the top of the tallest black spire.
13. Jump to the top of the red column. You are now at the highest point of Hope Tower.

Online Orbs & Audio Logs

Begin your search for the online orbs in the Pit area on the east end of Hope Plaza.

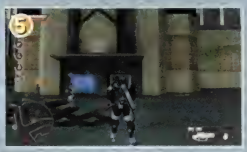
Pick up an easy online orb out in the courtyard on the eastern edge of the Pit.



Drop down into the Pit underground area and grab the first online orb on the broken pillar.

Find a second online orb back in the western corner, hidden in an alcove.

Climb back out of the Pit. If you haven't taken the Hope Tower tactical location, do so now to remove all enemy threats in the area. Fetch the online orb on the balcony above the tactical location.



Head south to the building in front of the bridge leading out of the district. The next online orb sits atop the door overhang on the building near street level.

Turn around and head north past the Hope Tower entrance to the opposite end of the district. On the street near the waterfront watch out for heavy Cell resistance if the tactical locations haven't been conquered yet.

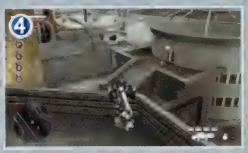
Travel to the northwest bridge. The online orb rests above the bridge gate; however, a Cell enemy usually mans a turret on the western side and can cause heavy damage if you don't deal with the weapon first.

Begin on the north end of the district. Fight your way through Cell until you've cleared the area to make things easier.

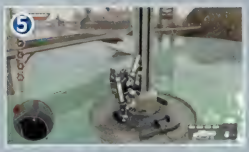
Pick up the **PCNN Reports** audio file on the street corner.

Head into the street south of the first audio log and look for a red building on your left. Using windows, climb to the top of the red building and then drop down to the lower rooftop to collect a **Freak Watcher** audio log.

Proceed to Hope Tower. Follow the instructions in the "Climbing Hope Tower" sidebar to reach the second main floor. Retrieve the **Catalina Thorne** audio log out on the exterior balcony.



Return to the docks area and head to the dome you visited while pursuing Level 2 agility orbs. Collect the **Whistleblower Files** audio log out in front of the main doors.



Travel southwest to the spire out on the peninsula. Collect a **Whistleblower Files** audio log at its base.

Return to absorption building in the northwest corner of the district. Head around to the back of the building to the tiered balconies. Pick up the **Whistleblower Files** audio log on the fourth level.

Start out on the north side of the Robertson building. Climb the orange building, then leap over to the Robertson building.

Slide over until you can reach the back balconies with a leap. Pick up the **Whistleblower Files** audio log on the eastern balcony.

Climb to the top of the Robertson building and leap down to the building to the south (the same building with a Level 3 agility orb). A **Whistleblower Files** audio log is on the rooftop next to the agility orb.

Head southwest to the black, Gothic building you climbed for the Level 4 agility orbs. When you reach the red brick, climb up into the building's interior and grab another **Whistleblower Files** audio log in the darkness.

Renegade Orbs

Start at the building south of the renegade agility orb on the docks.

Pursue it and the orb will head east across the street to the next set of buildings.

Jump toward it and the orb will break back away from you toward the broken atrium.

Follow the orb. It will be difficult to catch once it

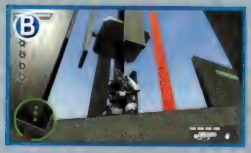
crosses the street. Climb the blue building and track the orb, which moves to the southwest.

Jump back across the street. With a little bit of speed and rooftop-hopping, you might be able to catch it.

Proceed south after the orb.

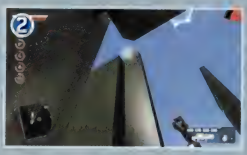
Jump to the west and chase after the orb as it loops back around to its starting position.

It's possible to catch the renegade agility orb at several points on the route; however, the ideal "trap zone" is on the concrete slab in front of the atrium. If you can get enough height from the roof above, you can land straight on it while the orb dances back and forth in this area.



Climb to the top of Hope Tower. See the "Climbing Hope Tower" instructions in the "Hidden Orb" section. Keep things simple. At any point, if you miss a jump, you can fall to your death unless you activate your wingsuit.

Jump up on the multilevel pillar and stand on the first platform.



Jump up to the second white platform and force the renegade agility orb toward the nearby black spire. You can leap off and take a shot at the orb here, but if you miss, you had better activate your wingsuit or you'll have a fatal drop—unless you hit a platform by accident.

Once the orb is up on the black spire, jump up to the spire's closest edge. If it bobs close to you, grab it. If it stays away, zigzag slightly back and forth as you approach it. Hopefully you can grab it before it leaves the spire. If it tries to escape, jump after it and catch it before it gets too far.

Grab a vehicle and drive into Hope Plaza to the north of the driving renegade orb. Hit the accelerator.

Turn right at the tactical location symbol and drive into the tunnel under Hope Tower. Follow the orb.

Drive clockwise through the tunnel. Keep the speed up while navigating the turns.

It's possible to catch the orb in the tunnel if you're quick enough. But don't drive so fast that you smash into the walls; that will slow you down too much to catch the orb.

Around the final bend, pick up speed as you exit back out to the tactical symbol area. Turn right after the orb.

Avoid the debris on the road as you head into the left-hand turn. See if you can gain on the orb.

Here's your best chance to catch the orb. Go flat-out on the straightaway. Either overtake the orb on the straightaway, or catch it as it ducks into a small room on the right wall at the straightaway's end.

Start atop the building to the west of the renegade agility orb. Take a running start and leap over to the orb's rooftop.

If you jump correctly, you can catch the orb as it tries to escape in your direction. If you miss, the orb will dart back to the rooftop you just came from.

Return to the first rooftop and flush out the orb to the balconies to the north. Leap over to the balconies and chase after the orb.

The orb flies across to the west side of the balconies. You may be able to jump on it here. If not, it drops down over the edge to the rooftop far below.

You have another excellent opportunity to land on the orb here. Jump out from the balconies and try to steer down on top of the orb as it attempts to escape. If you miss, retreat out of the area and start at the beginning again.

ROOFTOP RACES

Bounding over buildings, through alleyways, and across enemy-infested territory might sound like a suicide mission, but it's the only way to complete the 15 agility-based rooftop races in the game. You begin with five Tier 1 rooftop races in and around the Hope Springs and Green Bay areas. Complete those five and another five open up, followed by the final five, which open after you finish the Tier 2 races. Each completed race earns you extra agility points to enhance your skill.

TIP

Clear out Cell tactical locations in the area of your rooftop races. Nothing hurts worse than taking Cell bullets and dying right before you're about to finish a race.

Rooftop races are not for those with even a hint of vertigo. You'll have to make leaps of blind faith across nearly impossible gaps and climb to the tops of the highest wind-swept skyscrapers. You start on the first glowing, green marker and must touch a number of checkpoints before the time limit expires. As you hop from glowing green marker to glowing green marker, note what direction the marker arrow points because that will give you an indication of the position of the next marker. Ideally, in mid-jump, reposition your body so you're facing in the direction the arrow points when you land. The glow of each marker ascends skyward, helping you locate your next target easily, but if you're having trouble, check your minimap for the next marker position. If you have a clean line of sight between markers, your next marker will glow green and the marker after that will glow orange; plan your jumps accordingly will help you speed through the course, as you're thinking two steps ahead at all times.

TIP

If you don't see a marker and it's on the minimap right next to you, jump up. Many markers are at a higher elevation and unseen overhead.

NOTE

Although doable at lower agility, it's recommended that you attempt these rooftop races at Agility Level 3 or higher. At higher Agility, you can reach most checkpoints in a single leap, and, if you miss, correct your mistakes easier.

Head Above the Parapet

Checkpoints: 17
Time Limit: 2:00

With a generous two-minute time limit and several helpful vault hexes, this rooftop race should be a relatively easy one for anyone with Agility Level 3 or higher. Your goal is to hit each checkpoint in a single leap, or land close enough to pull yourself up for an easy tag.

Your first three checkpoints are simple ones on the starting rooftop. Checkpoint 4 requires a long leap to the next building below and to your right. Skip across the next series of roofs for checkpoints 5 and 6. You will probably miss the leap to checkpoint 7, which is why there's a vault hex on the smaller "Boners" building to the left to the checkpoint 7 building.

Checkpoints 8 through 12 are straightforward and offer only minor challenges. For checkpoint 13, leap off the checkpoint 12 building and hit the ground in front of the yellow building. Use the windows to reach the top if you can leap to the roof ledge in a single bound. Tag checkpoint 13 on top and look toward checkpoint 14. Run and vault off the side toward the checkpoint 14 building across the plaza. Try to hit the lower roof below the rusted columns. Jump up on the rusted columns, then again up to the marker on the roof.

For checkpoint 15, make sure you don't come up short on the jump down to the next roof. Err on the side of jumping too long and step back to tag the marker rather than miss the roof and drop down to the street below. Run across the rooftop toward the Ferris wheel in the distance. Hop over the wall to reach checkpoint 16. The last jump down to the next roof ends the race on checkpoint 17.

Hope for Glory

Checkpoints: 25
Time Limit: 2:45

The longest of the Tier 1 races begins with a tricky jump at checkpoint 1. Rather than jump straight toward the checkpoint, aim for the open rooftop to the left of the marker. A large pipe blocks the head-on jump, and you don't want to get stuck hanging on the pipe and losing valuable time right from the start. After that, the next three checkpoints are routine. To reach checkpoint 5, leap from checkpoint 4 onto the adjacent roof and then jump for the ivy-covered ledge below checkpoint 5 and climb up.

Use the vault hex at the roof corner to catapult over to the next building. Turn to your right and leap off the roof to the marker on top of the connecting walkway between the two buildings. You must land on the walkway or you'll fall to the ground and effectively end the race. After capturing the marker, hop up to the top of the walkway that curves up in front of you and then again up to the roof above. From that roof, you can leap off to the first of three checkpoints in front of the reactors. For checkpoint 10, jump back over to the reactor walkway and get a running start to vault of the walkway and onto checkpoint 11's rooftop. Head down to checkpoint 12, and then over to three drainpipes to pick up checkpoint 13. If you haven't defeated the Cell tactical location atop the next rooftop, you'll meet heavy resistance after completing checkpoint 14 and while going for checkpoint 15 on the Cell rooftop.

Plunge off the Cell rooftop to reach checkpoint 16 on a short rooftop near the street below. Continue working down toward the waterfront as you pick up checkpoints 17, 18, and 19. Checkpoints 20 and 21 are back up on the roof on the dock warehouse. Leap across the street to checkpoint 22 on the adjacent roof.

Leap up again to reach checkpoint 23 on the next higher level. If you have a high enough agility, you can make a running jump to the next rooftop for checkpoint 24. A safer route is to take the short jump up on the metal duct to your right and run across it to checkpoint 24. One last jump to the next roof, or another short run across a second metal duct, brings you to the final checkpoint.

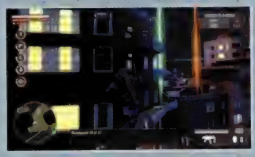
Locked in a Vault

Checkpoints: 17
Time Limit: 1:45

The first four checkpoints are straightforward roof jumps. Based on your Agility score, make sure you get close enough to each adjacent building to reach the roof without falling to the street below. Checkpoints 5, 6, and 7 are all easy tags on the same roof. Drop down to the adjacent, lower rooftop to reach checkpoint 8.

Checkpoint 9 is on the ground below; it takes a big drop to reach the marker. Checkpoint 10 lies inside the circular monument in the middle of the plaza. The marker is on the ground and the best way to reach it is to hop on it while running at street level. If you try to jump from above, you may land on the crossbeams above the marker and waste precious seconds.

Checkpoint 11 flashes on the short building just past the circular monument, and checkpoints 12 and 13 are short roof jumps from checkpoint 11.



After checkpoint 13, you'll have to leap down to the street again and then back up to the building with the Hermidite billboard. Checkpoint 14 hides behind the billboard. For checkpoint 15, either run up the nearby stairs to the balcony or perform a calculated short leap to land on the ledge and not on the balconies above.

Checkpoint 16 lies on the next rooftop that's level with your current balcony. If your agility is low, you can take the stairs to gain some elevation for the jump, or simply leap from the balcony across the small gap to the adjacent roof and capture the marker. Jump up the series of nearby shingled roofs to nab the final marker next to a convenient Level 2 agility orb.

Speed's the Quay

Checkpoints: 14
Time Limit: 1:45

The shortest of the Tier 1 races starts off with a tricky jump to the adjacent building. You must time your jump so you arc down and land on the balcony with the first checkpoint. It's possible to grab one of the other balcony ledges and climb up or down to reach the checkpoint, but this will eat up time. Checkpoints 2 and 3 are on the same level as the first checkpoint and are easy grabs.

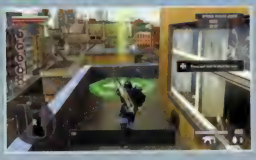
Leap across to the next building and land on checkpoint 4, then angle to the left and jump for the following building and checkpoint 5. Use the vault hex just past checkpoint 5 to launch you to the checkpoint 6 roof. Turn right and leap down to checkpoint 7 on the next rooftop. Again, use the nearby vault hex to lift you easily to the higher rooftop and pick up checkpoint 8. A long jump down to the next roof gives you checkpoint 9.

It hasn't been too difficult so far, but now comes the toughest part of the race. Leap down to the adjacent roof and touch up on checkpoint 10. Step on the nearby vault hex and don't move. Let it guide you to the rusted pipe across the gap. If you move at all, odds are you'll fall off the pipe and make life miserable for yourself. Instead, carefully turn to your right and jog across the rusted pipe. At the end of the pipe, leap off to the roof below and tag checkpoint 11.

Step on the next vault hex to launch across the really long gap to the next roof. Run the short distance to the roof corner for checkpoint 12. Back up and get a running start and leap across to the next roof and checkpoint 13. The final checkpoint is an easy drop down to the adjacent, lower roof.

Spring Heeled Jacks

Checkpoints: 20
Time Limit: 1:25



There's little room for error in this race, as you have the shortest time limit; fortunately, most of the checkpoints are close together. Checkpoint 1 is at the corner of the starting rooftop. From there you must execute a precise jump to land on the marker atop the small peaked roof below. If you miss, make sure you come up short; it's better to land on the adjacent roof with a short jump and hop up on the peaked roof for checkpoint 2 than to go long and fall to the street below. From the peaked roof, it's an easy jump to the next roof, where you can pick up checkpoint 3, then another short jump for checkpoint 4.

Use the nearby vault hex to throw you across the large gap to the next roof. Touch checkpoint 5 and leap below to the next roof and checkpoint 6. Take a running start and leap across to checkpoint 7 on the blue building next door. Tag checkpoint 8 on the same roof and spring off the nearby vault hex to shoot up to checkpoint 9. Hop up to the next raised surface for checkpoint 10. Unless you have Agility Level 5, drop down to the roof on the other side and get a running start to shoot for the ledge on the building in front of you. If you can manage a handhold, you can propel yourself up to the top of the roof and a series of checkpoints: 11, 12, and 13 all in a row.

Drop down to the next roof and pick up checkpoint 14. Leap across to the orange building and touch the marker in the corner for checkpoint 15. Jump high at this point, arcing up and over the girder and down onto the stairs beyond. This will gain you checkpoint 16 without your bouncing off and falling to the street below. Run across the roof and tag checkpoint 17 at the end of the nearby walkway. Leap up and grab the rusted pipe above, then drop down on the roof below. Touch up checkpoint 18.

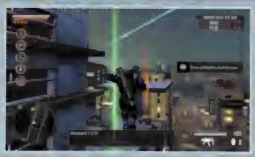
Take a long leap diagonally to the next building roof where checkpoint 19 glows. Grab that and turn to your left. Spring down to the next roof, then immediately jump to the next roof below that. Your final checkpoint rests here.

NOTE

Though doable at lower Agility, it's recommended that you attempt these rooftop races at Agility Level 4 or higher. At higher Agility, you can reach most checkpoints in a single leap, and, if you miss, correct your mistakes easier.

Bound Over the Bay

Checkpoints: 31
Time Limit: 3:25



Race off the starting rooftop and jump down to the walkway in front of you for checkpoint 1. Turn right and jump past the corner of the building and land on the following rooftop for checkpoint 2. Continue straight and down to the next roof for checkpoint 3. Get a running start and launch toward the next building. You won't make the roof, but try to grab one of the windowsills on the building face. Once you have a secure hold, execute a series of jumps from window to window until you reach the roof and gain checkpoint 4. Hop up on the small roof for the next checkpoint, then across the gap to the adjacent building to nab checkpoint 6. Continue across that rooftop to reach checkpoint 7, then turn left and jump for the ledge that holds checkpoint 8. Run over the walkway ahead of you and gain checkpoint 9 on the next rooftop.

Leap across to the next roof for checkpoint 10 and turn to your left. It's a long leap to the next roof, so you'll likely need to use some windowsills to launch up to the top and land on checkpoint 11 atop the orange walkway canopy. There are small gaps in the canopy, but if you run across it, you won't fall through. Pick up checkpoint 12 on the far side. Another long leap to the rooftop below brings you to checkpoint 13.

The next jump is the toughest of the race. Move to the corner of checkpoint 13's roof and jump down to checkpoint 14 atop the blue sign on street level. If you miss on your first attempt, you can jump from the street to capture the checkpoint. After the blue sign, run down the street for checkpoint 15, then jump up to the walkway above for checkpoint 16. Continue up to checkpoints 17, 18, and 19. Leap off to the roof below for checkpoint 20, then back up to the adjacent roof for checkpoints 21 and 22. You have to make a long leap across to the roof for checkpoint 23; get as close as you can so you at least land on the walkway below and can vault up from there.

Use the vault hex to reach the next building's roof. A short hop from there will net you checkpoint 24. Run across the roof and up to the next small roof for checkpoint 25, then take a long jump down to checkpoint 26 below. Run and leap to the walkway off to your right to gain checkpoint 27. Run up the stairs and use the vault hex to ascend to the next roof and checkpoint 28. Continue straight and shoot across the gap to the next roof and checkpoint 29. Run around to the series of window ledges, jump out, grab one, and climb up to checkpoint 30. Make another leap down to the adjacent roof for the final checkpoint.

Going Green

Checkpoints: 19
Time Limit: 1:30

The shortest race in Tier 2 begins with three short jumps to the first three checkpoints. As you pick up checkpoint 3, use the vault hex to reach the rooftop for checkpoint 4. Look for checkpoint 5 on the edge of the adjacent building, at the corner of the second highest roof. Land on that corner and then jump up to the top of the building for checkpoint 6. Watch for enemy fire in the area, which can distract you from the markers or veer you off course if you need to seek protection.

Leap down to the building's next level for checkpoint 7. Take a running start and leap for the building ahead. Most likely you'll hit the smaller roof, which you can jump off to reach the higher level and checkpoint 8. Turn to your right and dash across the roof for a long jump to the next building. Pick up checkpoint 9 by the water tower. Checkpoints 10, 11, and 12 are two wide-open, long jumps followed by a short jump that shouldn't be too difficult to make up time on.

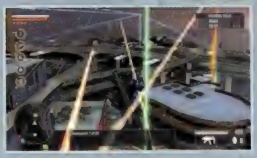
Drop down to the lower roof to gain checkpoint 13. Expect heavier enemy fire in this area if you haven't cleared it of Cell agents. From checkpoint 13, take two short jumps to collect checkpoints 14 and 15 as you ascend the building.

Take another running start and leap across to the next building. If you miss, use the uncovered windows to climb back up to the top where checkpoint 16 awaits. Jump down to the next lower roof for checkpoint 17, then again to the next roof for checkpoint 18. It's one more giant leap to the last building that holds checkpoint 19. Beware of the Cell Turret Machine Gunner next to the checkpoint if you've left enemy resistance in the area.

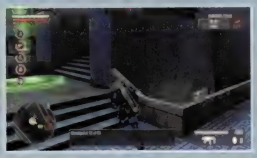
Hightail Hills

Checkpoints: 23
Time Limit: 1:30

It's recommended you clear this area of Cell agents before attempting the race. Otherwise, you'll be shot from every angle, and there's a strong chance their explosives will blow you off course (or blow you apart!). Checkpoint 1 is a jump down to the lower roof, followed by a leap over to the next roof for checkpoint 2 by the roof stairs. Continue straight and jump high up to the next roof and checkpoint 3. Over on the next roof, checkpoint 4 lies in the midst of several skylights. Pick it up and turn to your left. Run off the roof and launch across the wide gap to the lower roof with checkpoint 5. Turn left and hop over to the next roof, followed by a second hop to the next roof where checkpoint 6 awaits.



Make a strong leap for the next roof and checkpoint 7. Continue your forward momentum and vault to the landing far below for checkpoint 8. It's another long leap to checkpoint 9; fortunately, you have a lot of rooftop if you come up short. Same with checkpoint 10. If you can't make the long jump to the actual marker, aim short and then hop up from the level below. From checkpoint 10, jump straight up to the top of the nearby roof, turn left and make a long jump to the adjacent building. Checkpoint 11 is at the corner of the first landing. Capture it, then make a tiny jump over to the second landing and grab checkpoint 12.



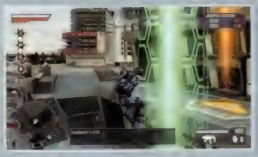
Run around the building balcony and pick up checkpoint 13 at the bottom of the stairs. Race up the stairs as fast as you can to collect checkpoints 14, 15, 16, and 17. Atop the next roof, run to the edge and leap up to checkpoint 18 on the next set of stairs.

More long jumps remain to finish the race. Run and leap for the roof far below and nab checkpoint 19. Turn right and make another long jump to the adjacent roof for checkpoint 20. Run along the roof toward the adjacent, yellow building and leap up to the top of the yellow building when you're in range to reach checkpoint 21. Turn right and make a small jump to the roof with the water tower, then jump again to reach checkpoint 22 on the roof with the Cell turret. Jump for the next rooftop, then make a long jump for the red building that holds the final checkpoint. It's a difficult jump, so err to the left on the jump. That way, if you miss, you'll land on a walkway and can still jump up to checkpoint 23 in a single bound.

Jumping Ovation

Checkpoints: 23
Time Limit: 3:25

In Tier 2's longest race, you have two laps to complete. Run forward from your starting marker near the shopping cart and leap as high as you can on the building in front of you. Use the broken ledges to climb up and tag checkpoint 1. A short hop up to the top gives you checkpoint 2. Continue for three moderate jumps to net checkpoints 3, 4, and 5 on the next series of rooftops.



Checkpoint 6 is a tough jump. It's a long leap to reach it, and the marker rests atop a broken skylight. Miss and you fall through. From checkpoint 6, jump down to checkpoint 7 at the base of the tiered building. The next six checkpoints are small hops from one tier to the next as you collect the checkpoints.

At the very top of the tiered building, leap up on the dome for checkpoint 14. Turn left and make a long leap for the adjacent rooftop. Checkpoints 15 and 16 lie behind the broken billboard. Vault as high as you can to reach the next rooftop and checkpoint 17. Checkpoint 18 is nabbed after a long jump to the next roof; watch out for the billboard on the edge of the building as you jump or you'll hit it and plummet to the street below. Jump up to the next highest rooftop to reach checkpoint 19.

Sail off checkpoint 19's roof and land on checkpoint 20 far below. Run under the orange building to find checkpoint 21 on the other side. Turn to your right and make a high leap for the ruined building and checkpoint 22 on its dilapidated roof. Jump down off the ruined building to the final checkpoint on the roof below, and you've collected all the checkpoints on the first pass. Repeat the whole race again to earn your reward.

Shore-Footed

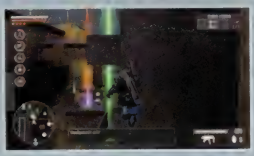
Checkpoints: 27
Time Limit: 2:55

The most difficult Tier 2 race starts you off at street level. Tag checkpoint 1 on the street in front of the fallen obelisk, then leap up and hit checkpoint 2 on the obelisk itself. Jump from the obelisk to the building corner to earn checkpoint 3. Run to the end of the walkway, turn left, and make the short hop to the walkway around the corner and checkpoint 4.

Checkpoint 5 begins the toughest stretch of the course. Jump across the short span to the next walkway and claim checkpoint 5, then run up the remaining walkway to the first balcony. Leap

to the broken balcony ahead and turn to your right. Jump up and out to reach the broken walkway and checkpoint 6. Make a long leap to the next set of balconies and net checkpoint 7 on the bottom one. A short jump brings you over to the next balcony and checkpoint 8. Run up the ramp and claim checkpoint 9 on the next level. Take a short hop over to the next balcony and pick up checkpoint 10. Run around the building corner and across the short walkway to the next building. Jump up and catch the highest balcony ledge you can reach. Ascend and capture checkpoint 11 along the way as you gain the roof and land on checkpoint 12.

Out in open space again, watch for Cell resistance if you haven't cleared them yet. Jump up on the structure ahead and pick up checkpoint 13. A few steps away, trigger a vault hex, which shoots you over to the next rooftop and checkpoint 14. Leap down to the walkway below and collect checkpoints 15 and 16. Jump to the catwalk above and cross to the next building, collecting checkpoint 17 along the way. Checkpoints 18, 19, 20 are all in the heart of a Cell tactical location—easy if you've mopped up the enemies ahead of time, but difficult if you haven't.



Drop off the side of the Cell roof to the ledge below for checkpoint 21. Be careful not to jump too far out or you'll fall out of the race. Jump across to the ledge on the adjacent building for checkpoint 22. At this point, it's likely a race against time, so make precise leaps quickly as you gather the remaining checkpoints.

NOTE

It's recommended that you attempt these rooftop races at Agility Level 5. Some of the jumps are extreme, and many maneuvers require the most of your skills.

Agility Refined

Checkpoints: 26
Time Limit: 2:15

Before you attempt this race, clear out the Cell terrorists in the area. The refinery is one of the most heavily guarded spots in the city, and it's a serious challenge with enemies firing from every direction. The first checkpoint is a simple jump to the roof. After that, you'll need a high degree of accuracy with most of your jumps. Checkpoint 2 is on top of the large, rusted pipe near checkpoint 1's rooftop. Take a long jump to reach the pipe and land in the center of it so you don't careen off. Run along the pipe to pick up checkpoint 2 and checkpoint 3 at the end. Hop up to the nearby ledge and pick up checkpoint 4, then scamper over to the top of nearby container for checkpoint 5.

Leap off the container and down onto the second pipe to reach checkpoints 6 and 7. Checkpoints 8 and 9 are on the two rooftops parallel to the pipe. After checkpoint 9, make a long leap to the concrete cylinders and grab checkpoint 10 on the lower walkway. Leap up high to reach the next rusted pipe and land directly on checkpoint 11 if you can. A short jump will deposit you on the walkway to your right and net you checkpoint 12. Jump off the walkway down to the roof below for checkpoint 13, then jump up to the next roof for checkpoint 14. Another short jump to the adjacent roof grabs you checkpoint 15 without much effort.

A really long jump will bring you down to the small brick buildings for checkpoints 16, 17, 18 and 19. You may not make the initial jump, but even from the ground you can jump back up in a single bound and reach any of the four markers. After checkpoint 19, use the nearby pipe as a springboard to reach the next rooftop in front of you and gain checkpoint 20.

Launch up to the tiered container and land on checkpoint 21. From this elevation, you can jump out to the remaining checkpoints and snatch them up before the time expires. The final hex is atop the tallest smokestack and requires you to use your wingsuit to updraft up to it.

Have Mercy Dash

Checkpoints: 51
Time Limit: 3:55

With 51 checkpoints, you have to hustle in this Tier 3 race to beat the time limit. Your first several checkpoints are easy, along street level and the low-lying buildings. After checkpoint 5, you have to be precise with your jumps. Checkpoint 6 is on one of the gray towers, and if you miss that, it will take too long to retrace your steps for a second try.

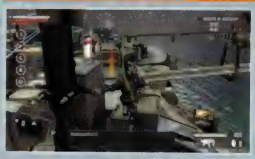
Checkpoints 7 through 14 are more of the same; you have to make precise landings along the Agency buildings and the security towers and walls. Miss one and you're out. Once you reach the rooftop with checkpoint 15, expect heavy Cell interference. It's best to clear all this out before you attempt the race, otherwise you'll have homing missiles and automatic gunfire following you throughout. The enemy attacks continue through the next dozen checkpoints, culmination at checkpoint 27 with the Cell agent handling a homing launcher. You'll have a hard time concentrating on the race and surviving his relentless missiles if you've left him alone till now.

Once you make the leaps for the next three checkpoints and reach checkpoint 30, you'll outdistance the immediate Cell threat. Unfortunately, there are more ahead. Another Cell agent with homing missiles waits just after checkpoint 34, and there's Cell gunfire all around again.

Your best bet is to continue without stopping and make jump after jump to the last checkpoint. If you stand around to catch your breath or get your bearing, Cell will zero in on your position and blow you to shreds. It's a lot of work to clear the area—but worth it if you do manage it!—so rely on speed if Cell still lingers. It will take you several tries to get to the end; once you know the course, you can speed through with confidence and leave the Cell agents scratching their heads about what just leaped by.

Heights of Dexterity

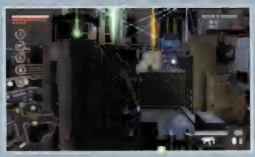
Checkpoints: 27
Time Limit: 3:55



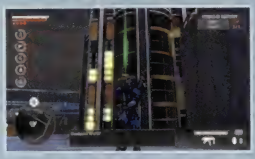
At the start, you must ascend the tall building in front of you to reach checkpoints 1 and 2, and that sets the tone for the entire race. You will be constantly striving for greater and greater heights in this one. Fling yourself off the skyscraper down to the rooftop below to reach checkpoint 3, and then across to the adjacent rooftop for checkpoint 4. Climb up the next building facade to reach checkpoint 5.

Take a running start and hurtle off the rooftop and down toward the Turkey Chunks billboard below. Hop up atop the billboard and then up to the next level to reach checkpoint 6. Jump up to the top of the building for checkpoint 7. Race off the rooftop and leap down toward checkpoint 8 on the gray building catwalk. Climb to the top of that building for checkpoint 9. Go for a long leap to the adjacent walkway and pick up checkpoint 10.

Run along the partially collapsed walkway to the wall with girders jutting out of it. Leap up to either of the two girders and use that to propel yourself to the top and checkpoint 11. Jump up to the top



of the building for checkpoints 12 and 13. Make the long jump to the next rooftop and collect checkpoint 14. To reach the next building and checkpoint 15, leap across the gap and land on the ruined column on the right side of the building. From the top of the ruins, you can hop up and grab the checkpoint. Shoot across the rooftop to gain checkpoint 16, turn right and launch up to the next rooftop for checkpoint 17. Take a running start and leap across to the domed building for checkpoint 18.



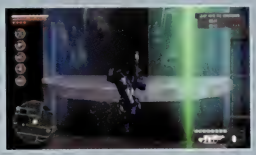
Checkpoint 19 is on the windowsill of the skyscraper next to you. Get up to full speed and leap across to the skyscraper. Only a perfect jump will hit the marker. Most of the time you'll fall short, which is okay, since you can grab any of the ledges and then jump up until you collect checkpoint 19. Keep ascending the skyscraper to the top to gain the eight checkpoints. You'll need serious climbing skills to score them all, but you're rewarded with more Agility points and a spectacular view. Finally, wingsuit glide from the top to grab a mid-air checkpoint, and another final checkpoint after hitting the ground.

Leap into the Unknown

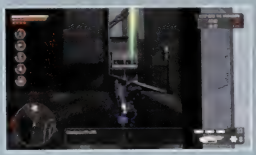
Checkpoints: 35
Time Limit: 3:05

Get used to jumping through debris and holding onto the sides of buildings for this race. Your first two checkpoints are straightforward jumps. Checkpoint 3 lies in the center of a destroyed building. You'll have to land near it and then use the broken ledges to catapult up to checkpoints 4 and 5 above it. Leap across to the adjacent rooftop to pick up checkpoint 6.

The next series of checkpoints will test your precise landing skills. Checkpoint 7 rests on the corner of a broken landing on the next building. To reach checkpoint 8, run along the ledge from checkpoint 7 and leap to the corner of the next building. If you go too far, you'll plummet out of the race. For checkpoint 9, you must leap up several broken, red girders and drop down to hit the marker on the far side. Checkpoint 10 is a strong leap from the red girders up to the next rooftop. One more rooftop over nets you checkpoint 11.

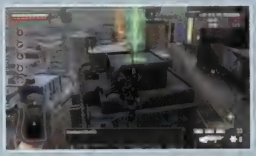


Checkpoints 12 through 15 test your handholds on the building window faces. Leap out to the skyscraper and grab hold of an edge near checkpoint 12. Look for the clear glass farther out and leap out for a hold on the windowsills there. Continue up to reach checkpoint 13. Look to your left and you'll see a stone landing with the next marker. Jump for it to gain checkpoint 14. Head to the next glass tower and jump up approximately five floors to gain checkpoint 15 on the outside windowsill. Continue up a few more floors for checkpoint 16.



Throw yourself off the skyscraper and toward the rooftop down and to your left for checkpoint 17. Run across the rooftop to tag checkpoint 18 before leaping across the next long gap and falling down to checkpoint 19 on the small ledge below. Hop over the broken girders to hit checkpoint 20, then jump across to the next building for checkpoint 21.

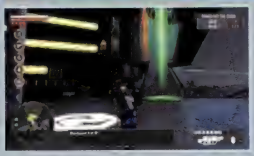
Cross the balcony for checkpoint 22, and take a running leap to arc down to the next building and land on the proper balcony for checkpoint 23. Run through the building and leap out the far side and across to the next balcony for checkpoint 24. Hop up on the roof for checkpoints 25 and 26. Turn to your right and make the long jump down to the next rooftop. Step on checkpoint 27 and cross to the opposite side of the roof. Jump around the billboard and tag checkpoint 28 on the corner ledge.



Now with time winding down, fling yourself down to the next building and tag checkpoint 29. Turn to your right again and jump across the remaining rooftops as you angle down toward the street. Collect the final half dozen checkpoints with controlled jumps that land you precisely on the final markers before time expires.

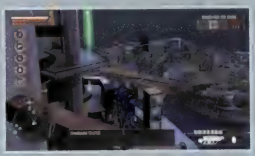
Reach for the Skies

Checkpoints: 32
Time Limit: 5:00

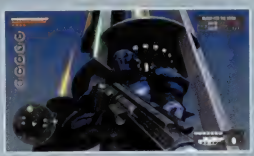


You climb the Agency Tower in the final of the Tier 3 races. Make the first leap across the adjacent rooftop and touch checkpoint 1. Jump down to the lower landing for checkpoint 2. Use the connecting network of stairs to climb the tower quickly and reach the various levels needed for actual markers and strategic points to jump to more checkpoints.

Checkpoints 3 through 7 can be reached by running up the stairs. Checkpoint 8 lies on the duct work near the stairway. Checkpoints 9 and 10 are back on the stairs, and checkpoint 11 is back on the next duct. Checkpoints 12 through 15 can be reached by ascending the wall with the yellow windows ledge by ledge.



Run across the landing for checkpoint 16 and jump up to the stonework at the end for checkpoint 17. Here begins your ascension to the upper part of the tower. Checkpoint 18 lies out on the metal support structure, and it requires a precise landing to net the checkpoint and not fall out of the race. Checkpoints 19, 20, and 21 take you around the outside of the tower until you get back to one of the inner supports, which holds checkpoints 22 and 23.



Leap up to the next landing and touch checkpoint 24. From here on up, jump from checkpoint to checkpoint as you continue to get higher and higher. Get creative; you'll have to jump back and forth to find the best landings to use for the final checkpoints.

ROAD RACES

Pure speed and expert steering control rules the road races in Pacific City. Every race has you weave around corners and through tight spaces, and some send you zipping through enemy-fortified city blocks, but you need to master the art of acceleration to come out on top. A little surgical braking never hurts either.

TIP

You'll want the Agency sports car for most road races. Its exceptional acceleration and handling make it ideal for making up time on straightaways and hugging tight turns. Plus, its scoop feature means you can drive through traffic and obstacles in a pinch.

The five Tier 1 races open up in the Hope Springs and Green Bay areas once you complete the first beacon mission, and you can only attempt them while in a vehicle. It is possible, though, to complete a road race outside a vehicle once the race has begun. If your vehicle takes too much damage and you have to abandon it, don't give up; you can secure another vehicle and finish the race if you beat the time limit.

After you finish the five Tier 1 road races, five Tier 2 road races appear. Beat those races and you gain access to the five Tier 3 races. Each completed race earns you extra Driving points to enhance your skill.

TIP

For maximum Driving ability points, race at night. You'll score more Driving points by running over freaks during the race. If you want less Cell resistance in the area, race during the day. Similarly, you'll lose points for running over civilians.

You start on the first glowing purple marker and must drive through a number of checkpoint flags before the time limit expires. As you drive from glowing purple flags to glowing purple flags, note the placement of the flags, as that will give you an indication of which street to take next, especially in an intersection. The glow of each checkpoint ascends skyward, helping you locate your next target easily, but if you're having trouble, check your minimap for the next marker position. If you have a clean line of sight between markers, your next marker will glow purple and the marker after that will glow orange. Planning your route will help you speed through the course. You'll be thinking two steps ahead at all times.

NOTE

You can beat the Tier 1 road races with the Agency cruiser or buggy, though the sports car will give you the added benefit of increased speed and handling.

TIER 1

Alleyway Rallyway

Laps: 1 **Time Limit:** 2:20
Checkpoints: 28

Find the starting location in the small alleyway and veer left toward checkpoint 1 as you accelerate. Increase speed as you bank into the first turn and collect checkpoint 2 followed by checkpoint 3. Pick up speed in the next straightaway and gain checkpoint 4, then turn right for checkpoint 5. Checkpoint 6 is in the next intersection, with checkpoint 7 to your right around the next bend.

Checkpoints 8, 9, 10, and 11 are easy tags if you stick to the road. Not all checkpoints are on the road, though. The purple flags for checkpoint 12 lie on the sidewalk on the corner after checkpoint 11, between the building and the sandbags. Stay to the inside of the sandbags to make the tight turn. Bank left in the next turn to pick up checkpoints 13 and 14. Increase speed on the next straightaway and gain checkpoints 15 and 16.

Make a sharp left at the corner after checkpoint 16 and slide through checkpoint 17 at the corner. Checkpoint 18 is in the middle of the next street, but slow down because you have to bank left at the next turn to collect checkpoint 19. Go under the overpass and gain checkpoint 20 on the far side. Accelerate on the straightaway and pick up checkpoints 21 and 22. Turn right at the end of the straightaway for checkpoint 23.

Continue straight for checkpoints 24, 25, and 26. Make your last right-hand turn and collect checkpoints 27 and 28 to end the race. With only a single lap and not too many taxing maneuvers, this should be one of the easiest races to conquer.

Bridge Burn

Laps: 2 **Time Limit:** 3:00
Checkpoints: 13

From the starting location near the Hi Power Facility, accelerate to full speed down the first straightaway and pick up checkpoints 1 and 2. Turn right at the next intersection and follow the road to collect checkpoints 3, 4, and 5. Zip through the next intersection and grab checkpoint 6. Swing to the right at the end of the road and gain checkpoint 7.

As you turn right again toward the bridge, watch out for Cell resistance. Two Cell vehicles and accompanying crew are usually battling Agency troops in the road.

Pick up extra Driving ability points by slamming through the Cell enemies, but don't do so if it's going to cost you time in the race. Checkpoint 8 is right near the first disturbance. Accelerate down the road for checkpoint 9 and pick up speed until you see the turn ahead.

The right turn after checkpoint 9 narrows the road, so slow down to ensure you handle each of the turns from here to the end of the lap. Gain checkpoint 10 on the next stretch, and drive carefully past the rubble on your left side to pick up checkpoint 11 as you climb the next hill.

Follow the curve to the left and look for checkpoint 12 flashing in the next intersection. You have to make a sharp right to take the next bridge road. Slow down, turn right, and pick up the checkpoint. Slide out to the left side of the road and avoid the barricade before checkpoint 13. Bank right at the intersection and gain checkpoint 13 as you head back down the hill to start the second lap. Finish that off as well as the first and you've beaten the race.

Flight Club

Laps: 3 **Time Limit:** 3:00
Checkpoints: 9

From its starting location nestled between concrete dividers, navigate out from the initial race marker and drive through checkpoint 1 in the street. Go straight and look for checkpoint 2 in the next alleyway on the right side. Head straight again, back on the road, and pick up checkpoint 3 before gliding into the upcoming left turn.

Drive down the straightaway and turn right at the intersection for checkpoint 4. Pick up speed on the straightaway and race through checkpoint 5. At the top of the hill, stay wide around the sandbags at the corner and collect checkpoint 6 as you turn to the right. Don't hit the turn with too much gas or you'll smash into the line of buildings ahead.

Continue straight and grab checkpoint 7 as you enter the next right-hand curve. Make the next sharp left, careful not to ram the sandbags on the corner, and pick up checkpoint 8 before turning right for the final stretch.

The tunnel under the building leading to checkpoint 9 is generally clogged with Agency and Cell fighters battling it out. Avoid them, and the concrete pillars along the road shoulder, as best you can as you motor down the hill for the final checkpoint. Repeat two more times within the time limit for victory.

Square Go! Go! Go!

Laps: 3 **Time Limit:** 4:10
Checkpoints: 15

Accelerate left out of the starting alley and pick up checkpoint 1 in the adjacent street. Turn right at the corner and collect checkpoint 2, before turning left almost immediately to head into the alley on the left side for checkpoints 3 and 4. Exit the alley for checkpoint 5 and veer to your left.

The street ahead turns into a downhill straightaway that ducks under an overpass. Pick up checkpoint 6 at the top of the hill and race through the Agency and Cell skirmish in the street beyond the overpass. At the top of the hill, grab checkpoint 7 and powerslide to your right to keep your momentum going into the next street.

Continue straight for checkpoint 8, then slow down and turn right into the upcoming alley for checkpoint 9. Exit to the left for checkpoint 10, and follow the curve of the road to the right for checkpoints 11 and 12.

Duck into one last alley on your left side for checkpoint 13. Upon exiting, turn immediately right for checkpoint 14 and then left at the next corner for checkpoint 15. Repeat two more laps and beat the time limit for some extra Driving points.

Wheels on Fire

Laps: 2 **Time Limit:** 3:50
Checkpoints: 17

From your starting location near the Ferris wheel, turn right from the marker to collect checkpoint 1. Pick up speed and zoom through checkpoint 2 as you cruise down the road. You'll see checkpoint 3 coming up; brake and turn right down the street to grab that checkpoint.

Continue down the street and make another right for checkpoint 4. At this point, you drive under the highway. Take it slower to navigate the left turn at the bottom of the hill and grab checkpoint 5. Loop back around and take a left again to go back up the street and under the highway again as you collect checkpoint 6. At the top of the hill, drive through checkpoint 7 and turn right.

Straight ahead you'll see checkpoint 8. Cruise through the flags and turn left at the checkpoint 9 street. Checkpoints 10 and 11 are also down the street, and when you make the right at the end of the road, you gain checkpoint 12.

When you spot grass growing through the old section of town, you know you're getting close to the end of the lap. Watch out for Cell enemies as you turn right at the curve past the overgrown stretch of pavement and pick up checkpoint 13. Accelerate to full speed on the final straightaway. You collect checkpoints 14, 15, 16, and 17 as you hit top speed. Repeat the course for a second time to wrap up a win.

TIER 2

Docks 'N' Roll

Laps: 2 **Time Limit:** 3:00
Checkpoints: 19

Starting at the docks, zip out from the marker and turn left for checkpoint 1. Reach maximum acceleration down the straightaway in front of the docks. Brake just before checkpoint 2 at the end of the strip and weave right then left under the highway. Collect checkpoints 3 and 4 under the highway.

Checkpoint 5 puts you right into a Cell tactical location. Drive under the Cell symbol and through the narrow gap in the buildings. Turn right for checkpoint 6 and drive under the red building ahead for checkpoint 7. At the T-intersection, hang a left for checkpoint 8 and another quick left to gain checkpoint 9. Accelerate down the street under the fallen obelisk and roar through checkpoint 10.

Bend to the left and follow the road for checkpoint 11. At the end of the road, turn right and exit out the Cell tactical location for checkpoints 12 and 13. Weave back under the highway overpass and collect checkpoint 14 as you motor toward the Power Station.

A battle between Agency and Cell clogs the street in front of the Power Station, and checkpoint 15 sits right in the middle of it. If you have the sports car, you can plow right through for the checkpoint; otherwise, dodge obstacles carefully to gain the checkpoint. Pick up speed as you come to the end of the street and reach checkpoints 16 and 17. Slow to go around the final curve and collect checkpoint 18 at another Agency/Cell skirmish. Loop back to the starting area and nab the last checkpoint under the highway ramp. One more lap and the race is yours.

Hittin' the Heights

Laps: 3 **Time Limit:** 3:15
Checkpoints: 12

Accelerate at the start and drive down the road for checkpoint 1. Follow the curving road until you reach checkpoint 2, then slow down to make the long left up the hill to checkpoint 3. You can't beeline for checkpoint 3; swing out to the left slightly to avoid the mangled steel at the corner in front of checkpoint.

Follow the street again to pass through checkpoint 4. Take the next left curve and pick up checkpoint 5 in front of the casino billboard. Just down the road is checkpoint 6. It's a straight shot; however, there may be Cell resistance in the area if you haven't cleared them out ahead of time.

At the red-lit skyscraper, make a sharp left into the tunnel for checkpoint 7 and then and pick up checkpoint 8 halfway through it. At the T-intersection, turn right and grab checkpoint 9. If you're racing at night, the next tunnel is very dark. Take it slow and turn left almost immediately upon entering. Checkpoint 10 lies on the street as you exit to the right.

Gather speed down the next straightaway and collect checkpoint 11 as the street curves to the left. Brake to make the sharp left at checkpoint 12 and you've completed the first circuit. Finish two more laps and you can mark another race in the books.

Parking Pace

Laps: 3 **Time Limit:** 2:45
Checkpoints: 12

Jet out from the starting marker and hook a left to checkpoint 1. Motor down the road and take a right to fetch checkpoint 2. Increase your speed on the straightaway and race through checkpoint 3. Slow up as you see checkpoint 4 and bank into the sharp left turn to collect the flags.

Head up the street and stay wide as you enter the right-hand turn. You want to avoid the ruined car and sandbags at the street corner while collecting checkpoint 5 in the turn. Accelerate down the street and gain checkpoint 6 in the right turn at the end.

Continue around the block and make another right turn to collect checkpoint 7. Slow down here. You need to make a 90-degree left turn at the end of the street, followed by a 90-degree right turn to gain checkpoint 8. You can cheat and beeline for the flags since there's a raised courtyard along the street. Crashing there will drop you to a dead stop.

Down the next street, hang a left and pick up checkpoint 9. Burn down the street for two more blocks and turn right for checkpoint 10. Accelerate for checkpoint 11 in the distance, but slam on the brakes as you near the checkpoint. You need to pick up checkpoint 11 and turn to the right into the parking garage without smacking into any of the columns. At high speeds this is next to impossible. Continue up the hill and collect checkpoint 12. Make another two trips around the course and you'll have the race in your back pocket.

Rocky Road to Ruin

Laps: 2 **Time Limit:** 3:00
Checkpoints: 12

Though the sports car can offer you speed on this race, it's a better idea to take the SUV for its jumping capabilities and ability to handle the rocky terrain. You may also want to try the course during daylight to see the twists and turns of the rugged track. When you're ready to begin, accelerate out of the starting marker and under the overpass for checkpoint 1. Hit the sloped rock with some speed after checkpoint 1 and launch over the following rock to pick up checkpoint 2 on the far side. Swing around the next curve and collect checkpoint 3 before the next overpass.

Continue on the track to get checkpoint 4 on the flatter terrain. Weave down the course to gain checkpoint 5, and slow down when you reach checkpoint 6. The checkpoint is easy enough to collect; however, the tunnel beyond it is very dark and you need to make a quick right, then quick left, to drive through safely. It's difficult to pull off while moving quickly.

Pick up speed down the hill to checkpoint 7, and make the long right turn to gain checkpoint 8 just before the red tunnel. Stick to the right while exiting the tunnel and pick up checkpoint 9 as you head to the right in the next curve.

Drive toward checkpoint 10, but make sure that you don't take the turn too wide or you'll smack into the explosive barrel near the flags. Stay to the right to avoid more explosive barrels along the left side of the track and accelerate to checkpoint 11 just before the last tunnel. Navigate the curving tunnel and catch up with checkpoint 12 as you exit. Slam on the brakes so you can steer through the broken road next to the ruined wall and enter the second lap of the course. Repeat your race to cross this one off your list.

Smart Drive

Laps: 3 **Time Limit:** 2:00
Checkpoints: 7

From the starting marker, hit the gas and bear left in the Y-intersection. Pick up checkpoint 1 as you near top speed, and turn left at the third intersection for checkpoint 2. It's a 90-degree left turn so powerslide through the turn or brake early to avoid a crash.

Motor through the tunnel and collect checkpoint 3 on the far side. Checkpoint 4 is to the left and back down the road away from the tunnel. If you're checking your minimap, it may almost look like the checkpoint is back in the tunnel, but it's actually near the tunnel wall on the outside road.

Accelerate down the street and avoid the double line in the center of the road. A concrete divider splits the road in two, and you can choose either side of the road to collect the checkpoints. Checkpoint 5 flashes at the beginning of the divide, checkpoint 6 lies in the first curve, and checkpoint 7 fills the exit points.

It doesn't take long to whip through all seven checkpoints, except you have to do it three times to win the race. If you can navigate the twists, obstacles, and occasional gunfire from random Cell agents, you can finish off the Tier 2 races and open up your Tier 3 challenges.

TIER 3

Bay City Roller

Laps: 3 **Time Limit:** 3:10
Checkpoints: 14

Out of the starting blocks, make a quick right to grab checkpoint 1, then a quick left. Put the pedal to the metal and race down the street. Powerslide to the right at the end intersection, avoiding the Agency/Cell disturbance and collecting checkpoint 2. Almost immediately you'll hit checkpoint 3, then slam on the brakes and turn to the right. Dodge the columns as you head through the parking area and up the hill to checkpoint 4.

Continue up the hill and turn left at the yellow building for checkpoint 5. Hit full throttle down the street and look for checkpoint 6 in the distance. Powerslide at the turn to the left and pick up the checkpoint without going too fast and careening into the rocky cliffs behind the flags.

Zip down the street through another Agency versus Cell skirmish and collect checkpoint 7 just beyond the fight. Continue on and gain checkpoint 8 in front of the Ferris wheel. Turn left and then left again to circle back and pick up checkpoint 9. Zoom up the street and gain checkpoint 10.

Turn right and pick up checkpoint 11 before you duck under the bridge. Continue straight under the bridge and net checkpoint 12 at top speed farther down the street. Powerslide to the left in front of the red building and gain checkpoint 13 on the other side of the turn. Turn left again at the cathedral and grab the final checkpoint. Repeat two more times to complete the race.

Dart Out of Hell

Laps: 3 **Time Limit:** 1:55
Checkpoints: 9

It's highly recommended that you clear the area of enemies before attempting this race. The checkpoints are short and close together; it's the Cell rockets and bullets that give the course its hellish name. When you've calmed the area, start out up the hill from the initial marker and pick up checkpoint 1 as you wind between the debris on the street. Follow the bend and collect checkpoint 2 as you leave the first Cell tactical location.

Drive around the three ruined cars and up the winding hill to checkpoint 3. Make a left between the gate and right at the intersection where checkpoint 4 is located. Pick up speed and gain checkpoint 5 on the outskirts of the second Cell tactical location.

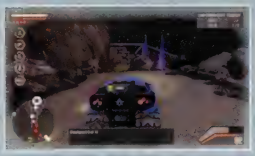
If you gain enough speed and steer well, you can blaze through the area even with enemy resistance and escape with only minor bullet holes. You don't want to stop anywhere too long or you'll find a homing missile up your tailpipe. Turn right at the Cell tactical location symbol in the courtyard and collect checkpoint 6 as you burn down the side street.

Checkpoint 7 lies at the end of the street. Turn to the right and watch for more enemy rocket fire as you weave up the road toward checkpoint 8, near the heavily guarded gate leading back into the original starting area. Drive through a second gate and collect checkpoint 9 before taking a sharp right to complete the first lap. Drive two more death-defying laps and you've survived one of the more dangerous races in Pacific City.

Low Down Dirty Tracker

Laps: 2 **Time Limit:** 3:30
Checkpoints: 14

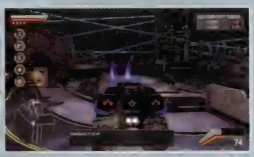
Though the sports car can offer you speed on this race, it's a better idea to take the SUV for its jumping capabilities and ability to handle the rocky terrain. Leave the start marker and go around the first bend for checkpoint 1. Follow the dirt track back to pavement and collect checkpoint 2 as you take the first bend on the street. Continue to the next left turn, careful to stay to the right to avoid fallen debris, and gain checkpoint 3.



Weave down the road for checkpoint 4, and avoid debris on the road until you gain checkpoint 5 farther along the road. Follow the road until you find the dirt track again and collect checkpoint 6. Head straight down the dirt track and pick up checkpoint 7.

Drive around the yellow building on the left side between its exterior wall and the cliff face and pick up checkpoint 8 behind the building. At the next fork in the road, stay to the right and go down the hill for checkpoint 9. Enter the tunnel and slow down near the end or else you'll plunge over the cliff and into the water on the other side. Turn a sharp left and grab checkpoint 10 before heading through another short tunnel.

Jump the short ramp after the tunnel and stay to the left for checkpoint 11 amid the rocky field. Hit the gas and jump as far as you can straight ahead. You need to clear the street below and land to the right of the rocky debris. If you reach the dirt track, it's an easy roll down the hill for checkpoint 12. Drive down the track to checkpoint 13 under the bridge. Weave around the remaining rocks to reach checkpoint 14 as you loop back to the starting area. Make another run around the course and you won't have to worry about crashing into boulders for a while.



Monster Dash

Laps: 1 **Time Limit:** 2:40
Checkpoints: 46

This is a long race, so the name of the game is speed. Hop in your car and jet out of the starting spot to the right. Pick up checkpoint 1 and head up the highway ramp for checkpoint 2. Dodge the holes in the highway pavement as you collect checkpoints 4 and 5.

Now you're doing highway driving. Get up to top speed as soon as you can and look ahead to each set of flags to see which lane the checkpoint rests in. You don't want to miss a checkpoint at full speed and have to double back; you'll waste too much time and won't complete the race.

After checkpoint 39, you'll enter a tunnel. Jump the divider to go from the left side of the highway to the right side. Continue at max speed to finish the race as quickly as you can.

With only one lap, you won't repeat your checkpoints. Stay aware so you can weave back and forth to split the flags. It's extremely difficult to complete this race in anything but the fastest vehicles; you'll want Driving Level 3 or better to have access to the sports car.

Sky Rise Sprint

Laps: 3 **Time Limit:** 1:50
Checkpoints: 11

Sprint out of the starting area and turn left for checkpoint 1. Turn right inside the tunnel for checkpoint 2, and then right again outside the tunnel for checkpoint 3.

Out in the plaza, hit the gas and zip around the outside roadway as fast as you can to avoid any enemy fire. Checkpoint 4 rests directly in front of a Cell tactical location. Pick it up and continue around the plaza to checkpoint 5 inside the tunnel on the far side.

Turn left in the tunnel and collect checkpoint 6 as you exit. Back out in the streets again, head straight for checkpoint 7 and follow the bend to the left for checkpoint 8 beyond the ruins on your right.

Take the next left and continue forward to checkpoint 9. Look for checkpoint 10 at the upcoming left, but beware of the broken sections of road that may inhibit your progress. Collect the checkpoint and make that left, followed by another quick left for checkpoint 11. You're now back at the beginning of the race with the first flags directly in front of you. Your enemy on this race is the time limit; you need a near-flawless performance to beat the time limit and register the final road race in the victory column.

STUNT RINGS

When dodging gunfire just isn't enough for you, it's time to break out the Agency SUV or high-tech wingsuit. Stunt rings appear in Pacific City after you hit certain skill thresholds: Driving Level 3 for vehicle stunt rings and Agility Level 5 for wingsuit stunt rings. You can earn extra ability points by completing stunt rings, plus the bragging rights of having figured out how to beat these challenges.

Vehicle stunt rings require you to operate a vehicle to collect them, but most are only possible by using the SUV's jumping ability. Generally, two or more stunt rings are placed in a row, with subsequent rings activating once the previous ring has been captured. Finishing a vehicle stunt ring means collecting all the rings in the series in a single pass. There are 40 vehicle stunt rings in the game (see the purple icons on the Stunt Rings map) with three difficulty classifications: easy, medium, and hard.

TIP

You don't actually have to touch a stunt ring to collect it. There is a generous capture area around the ring edges, so you only have to get close to nab them, rather than passing through the rings.

Wingsuit stunt rings are collectable only outside a vehicle, either by falling or by gliding using the wingsuit. The wingsuit stunt rings are presented in series, with all subsequent rings appearing once the first is collected. Finishing a wingsuit stunt ring means collecting all rings in the series in a single pass. There are 10 wingsuit stunt rings in the game (see the green icons on the Stunt Rings map).

Wingsuit Stunt Ring
Vehicle Stunt Ring

VEHICLE STUNT RINGS

Easy

1. One Ring

To get to this ring, use the Agency SUV to jump over the concrete barriers at the broken end of the road. Get used to the Agency SUV; you'll be using it a lot if you want to pass all the vehicle stunt rings.

Accelerate along the path, following the left camber.

Line up with the stunt ring once it comes into view, still accelerating.

Drive off the edge and through the ring to complete your first of 40 vehicle stunt rings.

2. One Ring

Start in the same way as the previous stunt rings race: by jumping over the broken end of the road.

Again, as with the first stunt rings, follow the road round to the left.

Instead of turning left for the first stunt ring, keep following the road to the end.

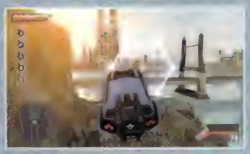
Drive right off the end and through another stunt ring.

3. One Ring

Start quite close to the ramp, lined up with the stunt ring. Accelerate toward the ramp and get ready to learn the most important trick needed to be able to complete all vehicle stunt rings.

It's time to introduce the suspension jump. Holding B compresses the suspension. Releasing it springs the SUV into the air. The longer it is held before release, the higher the jump. However, the suspension resets if it is held too long. For this ring, compress the suspension

at the bottom of the ramp, release at the top.



Timed right, you should glide straight through the ring. If you find yourself flying over the top of the ring, you probably held the suspension in compression for too long.

4. One Ring

Start accelerating from inside the tunnel.

As you come out of the tunnel, it should take only a small adjustment to line up with the ramp and the stunt ring.

It should just be a case of watching your vehicle glide through the ring now.

5. Four Rings

This stunt ring requires a large, unhindered run-up, and one of the few that will be much easier using the Agency supercar. Start way back on the bridge.

Accelerate flat out along the bridge, lining up with the ramp. You need to hit the ramp dead center at a speed of around 230 mph.

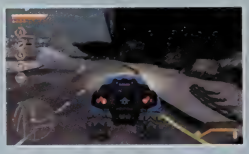
With the correct speed and angle, you should have enough distance and height to clear all four rings in this set.

6. One Ring

There are a few ways to get this ring, but the easiest is to simply line up with the ring from the adjacent section of Flyover Motorway.

Then simply drive over the edge and fall through the ring.

7. One Ring



While this ring needs only a very short run-up, the sharp swing to the left just before the ramp can be difficult to judge. Start in the SUV next to the sandbag at the side of the road.

Judging the hard swing to the left correctly will have you facing straight on to the ramp and to the stunt ring.

That's another ring collected, although there are much harder ones still to come.

8. Three Rings

Needing quite a long run-up, start in the tunnel at the southwest point of the island.

Accelerate hard the whole way, pulling hard left to avoid going over the edge of the cliff and into the water.

Line up with the first two rings (you should be able to see the second ring in the distance). Drive off the end of the road, but don't use the suspension jump.

You should have cleared the first two rings with this first jump. If you have fallen short, perform an immediate suspension jump by tapping B on landing to hop through the final ring.

9. One Ring

A nice, simple ring to obtain. Start at the bottom of the incline and accelerate, following the road to the left.

At the end of the road, keep driving and you should soar through the ring with no problems.

10. One Ring

The easiest of all stunt rings in Pacific City.

Simply drive directly underneath the stunt ring.

Hold B to compress the suspension, then release a second later to bounce up and through the ring.

11. Two Rings

This one requires a huge run-up. Use the second broken section of wall in the tunnel before the bridge as a start marker.

Accelerate flat-out onto the bridge, and line up with the stunt ring as soon as you see it. Don't use the suspension jump here as you will gain too much altitude.

With enough speed you should fly through both rings easily.

12. Two Rings

Like the previous ring, a fairly large run-up is required here.

Accelerate along the bridge. There should be plenty of time to line up with the stunt rings when you see them. Like last time, don't use the suspension jump for this ring.

Enjoy the sights as you clear the gap in the bridge, collecting another stunt ring while you're at.

13. Three Rings

Start underneath the bridge.

Be careful to avoid the rocks at the edge of the road, and drive toward the ramp, lining up with the stunt rings where possible.

Drive off the edge of the road and through the two stunt rings.

14. Two Rings

This is another challenge that needs a lengthy run-up, so start way back at the far end of the tunnel. You'll need a clear run all the way to the ramp, so doing this at night is best.

Keep right early on in your run-up to avoid losing speed by bouncing over the pile of rubble in the left lane.

Accelerate all the way up the road and off the end of the ramp, but don't use the compression jump.

This should result in your having enough speed and distance to clear both rings in this set.

15. Three Rings

You need to do two suspension jumps to complete this stunt ring set. First off, start around the corner.

Accelerate around the corner, swinging out to take the longest run-up possible without going so fast you skid out into the wall. Line up as best you can with the ramp and the stunt rings.

This first jump should take you through the first two rings. While in the air, try to angle the SUV to point toward the final ring.

On landing, you have a few seconds in which to jump again through the final ring. It is low enough that this can easily be achieved from ground level.

16. One Ring

This is a pretty easy ring. Start with the Agency SUV backed up against the wall as far as possible in a straight line from the ring. You should be lined up directly with the stairs.

Accelerate toward the stairs, arriving at them at a speed of around 130 mph.

Allow your speed to carry you into the air at the top of the stairs and through the ring. Don't use the suspension jump or you'll jump up onto the overpass above.

17. One Ring

Start underneath the nearby overpass, lined up with the ramp and the stunt ring.

Drive toward the ramp, and start a small suspension jump as you hit the bottom of the ramp. Release it at the top.

You should be able to pass through the ring, and ready to move on to the medium difficulty stunt rings.

Medium

18. One Ring

You'll need to start your run-up two corners away from the actual ring.

As you head around the corners, straighten up as soon as you can see the ramp and rings. Compress the suspension as seen in the screenshot.

Release the suspension just before you're halfway up the mound so that you take off from the most angled position.

You should have just enough speed to reach the stunt ring.

19. One Ring

Start your run lined up with one of the main stone bridge struts.

Turn slightly to the left as the bridge starts to curve to the right, then use the compressed suspension jump of the SUV to leap toward the stunt ring.

You should obtain this ring with no real difficulty.

20. One Ring

This is another fairly easy-to-obtain stunt ring. You won't even have to use the suspension jump of the SUV if you have a long enough run-up. Start in line with the lamppost on the bridge.

Accelerate flat-out toward the ramp. Your speed should be at about 160 mph.

If your speed is right, you should fly through the ring. If you use the jump ability of the SUV at this speed, you will actually fly right over the top of the ring and miss it.

21. Four Rings

Possibly the hardest of the medium vehicle stunt rings, for this one you'll need to start with the Agency SUV *way back* from the ramp, underneath the bridge near the lighthouse.

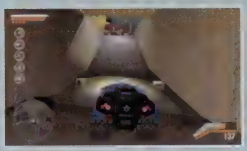
Accelerate hard for the entire run, but don't aim straight for the ramp. Keep left, aiming for the first beach hut to avoid bouncing over a sand dune that will slow down your run-up.

After you've passed the bump in the sand, steer right, then straighten up so you are in line with the ramp on the beach hut and the stunt rings. Accuracy is all-important, as if you're a little left you'll hit the hut, and a little right and you'll slide off the side of the ramp.

Grab some serious airtime and watch as you soar through each of the stunt rings.

22. One Ring

Start with the SUV almost in the ocean, lined up with ramp up to the stunt ring.



Compress the suspension as you start to drive up the ramp. Release at the very top.

There's nothing too difficult about this stunt ring as long as you have maintained speed going over the bumpy sand.

23. One Ring

Start in the SUV just at the top of the ramp on top of the car park. From here accelerate hard and follow the curve round to the left.

At the last moment swing to the right to line up with the stunt ring. Angle of approach is the most important factor here rather than speed. Compress the suspension before starting your right turn.

Although there is little time to line up the jump, unless you are drastically off the correct angle, you should be able to pass this ring without too much trouble.

24. One Ring

Start in the SUV just at the top of the ramp on top of the car park. From here accelerate hard and follow the curve round to the left.

At the last moment swing to the left to line up with the stunt ring. Angle of approach is the most important factor here rather than speed.

With the correct angle, it should be simple to get this stunt ring.

25. Four Rings

Starting just back from the east entrance to Hillview Heights, accelerate flat-out, keeping to the right of the central road marking.

In the last moments before you hit the ramp, line up with the stunt rings. Angle is more important than speed for this set of rings.

At the top of the ramp release the suspension. The angle of launch is vital, as the rings are spread so far apart that even a slight deviation at the start can result in missing the final ring.

26. Four Rings

This is one of the rare ring sets where you don't want to use the Agency SUV; with the suspension jump it goes too high, and without it doesn't have the speed to reach the final ring. On this occasion, the Agency supercar is needed. Start backed up against the wall of Hillview Heights. Attempt this at night so there is less traffic to negotiate.

Try to keep a straight line all the way to the ramp. Hit the ramp dead center and at a speed of at least 240 mph, otherwise you won't have the angle or the distance to clear all four rings in this set.

Even if you clipped the curved edge of the ramp, it shouldn't be enough to throw you off your line to complete all rings in this set.

27. Three Rings

Start up against the edge of the road, just in front of the drop. Line up with the ramp and the stunt rings.

Compress the suspension at the bottom of the slight incline, then release at the top. This should get you sailing clear over the top of the Cell wall.

Once you've cleared the wall, you should automatically be in line to pass through all the rings.

28. One Ring

Start the run-up between the two large rocks at the bottom of the slope.

About a second before the edge, compress the suspension, then release just at the top of the slope.

That's another ring collected. There aren't many left before you have to tackle the hard vehicle stunt rings.

29. One Ring

This ring doesn't need much of a run-up, so start in the SUV next to the rock at the side of the road.

At the last second you'll need to swing the vehicle to the left to line up with the ring. Due to the lack of space, it's unlikely you'll get the chance to line up the jump by eye, so it's simply a case of practice and judgment, and knowing how the SUV moves and reacts.

With the correct angle, the SUV should pass through the stunt ring. The distance from ramp to ring is short, so you have a lot of tolerance in your angle of ascent.

30. Two Rings

The starting point is vital for this ring. If you go too slow, you won't have the distance you need. For the second ring, if you go too fast, you'll crash into the side of the bridge.

Swing to the right to line up with the ramp and the stunt rings. Use the SUV's suspension jump to launch off the slightly raised bit of ground.

With the correct speed, the SUV should pass just under the arch of the bridge and through the two rings in this set.

31. Three Rings

The biggest problem you'll face while trying to get this vehicle stunt ring will be oncoming traffic because you really need a clear, straight run to achieve the speed to make it to the third ring of the set.

Compress the suspension, then about two seconds later release it when on the broken section of ground.

As long as you haven't held the suspension for too long, the SUV should drop through each of the rings in this set to complete the last of the medium difficulty vehicle stunt rings. There are only nine more rings to go, but they are the nine hardest in Pacific City.

Hard

32. Four Rings

This is possibly the hardest of all the stunt rings in Pacific City. Start your run-up as far away as possible. You want to be red-lining your SUV by the time you hit the jump.

Compress your suspension just before the rock you'll be using as a ramp. As there is a slight bump in the rock, release the suspension just before you are halfway up the rock.

Your jump will have you soaring toward the first ring. There is a chance you might clip the metal structure of the big wheel, but if this happens, it is still possible to complete the challenge by controlling the ensuing tumble of the SUV.

This is where you will know if you had enough speed on the run-up. If you fall just short of the final ring, try again from a little farther away! Keep trying, as this is possibly the most satisfying stunt ring to achieve. If you do miss the last ring, however, you still have a few seconds to turn around and jump your SUV through it.

33. Four Rings

Start your run backed up against the wall on the opposite side of the road. Line up straight, then accelerate flat out.

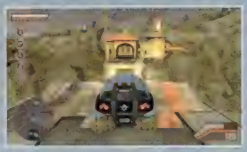
Compress the suspension just before you reach the bottom of the stairs. Ensure that you are still lined up straight.

Release the suspension at the top of the stairs. You should instantly pass through the first ring.

As long as your run-up was straight, you should be able to sit back and watch as your SUV glides cleanly through all four rings.

34. Two Rings

This is a fairly straightforward stunt ring to obtain. With the Agency SUV, reverse as far as possible into the Villa, going up the small flight of stairs at the entrance.



Accelerate flat out, pressing B to compress your suspension just after passing under the arch. Release B to jump at the lip of the ramp, which curves upwards slightly.

If you have kept everything lined up, you should sail through the first of the two rings without any trouble.

Finish off by dropping through the second.

35. Three Rings

Start your run just round the corner from edge of the cliff. You should just be able to see the footbridge in the top left of the screen.

Accelerate hard round the corner, straightening up for the jump as soon as you see the rings. Compress your suspension just before driving onto the grass at the cliff's edge. You may need to aim slightly left because these three rings are not exactly in alignment and it is easy to miss the final ring.

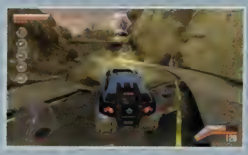
Release your suspension right at the very edge of the cliff. You should have the right velocity and altitude to sail through at least the first two rings.

If you have managed to keep slightly left of the center of the first ring, then you should drop cleanly through the third and final ring.

36. Three Rings

This is one of the hardest sets of stunt rings to complete. You need a lot of speed and can't line up your jump until the last moment due to the corner. Start the run at the T-junction outside the stadium. Accelerate flat out the whole way.

Just before the corner, swing out onto the grass so you exit the corner early and gain as much speed as possible once lined up with the ramp, which is little more than a slab of broken road.



You won't be able to compress the suspension until quite late. Do it as soon as you are lined up with the stunt rings. Release it once you are completely on the ramp.

If you've managed to maintain enough speed and have swung the SUV onto the right angle of approach, you can now enjoy the sight of one of the hardest stunt rings in the game being completed.

37. One Ring

Although this set has only one ring to fly through, it still requires skilled control of the Agency SUV, including the wall drive skill.

Drive slowly up to the arch until your front wheels start to drive up it. When the SUV is almost vertical, compress the suspension by pressing and holding B button. This will make you stick to the ground for a few seconds, so quickly drive up the arch. Do not let go of B until the suspension has timed out and released itself, otherwise you will spring off.

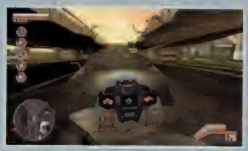
When you can see the stunt ring, carefully turn the SUV to face it as much as the tight space available will allow.

When you are facing the ring as best you can, drive off the edge and you should be able to drop right through the ring.

38. Three Rings

First things first, you need a huge amount of speed for this set of stunt rings, and while the SUV is great at jumping, speed is not its forte. You'll need a mammoth run-up. Start your run on the ground level of the overpass, far enough away that you have to pass another on-ramp before reaching the one you actually want to use.

Pass the first on-ramp while still accelerating.

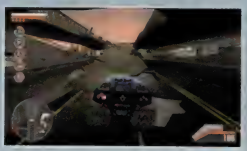


Your speed should now be over 170 mph, but the faster the better. As soon as you start your ascent, compress the suspension. Ensure you are in the middle of the road or you risk clipping some of the wrecked vehicles at the sides.

At the top of the ramp release the suspension. If you have managed to avoid all the bumps and obstacles in the road while maxing out the SUV's speed, you will now be treated to a gargantuan leap through these three stunt rings.

39. Three Rings

Keeping yourself in a straight line to the broken section of the motorway, back off as far as possible. You should be starting your run from almost underneath another broken section of motorway.



Accelerate hard all the way to the ramp. Your speed should be over 150 mph by the time you compress the suspension at the bottom of the ramp. Line yourself up with all of the rings as soon as you can see them.

At the top of the ramp, release the suspension. The angle of launch is vital because the rings are spread so far apart that even a slight deviation at the start can result in missing the final ring.

If your run-up angle was correct, with enough speed you will sail through all three rings easily.

40. Three Rings

The tactical location in this area should be completed before attempting this stunt ring. Start in an Agency SUV just a little back from the Coffee Pride shop.

It would be useful to remove the lamppost and wrecked car from your intended path before you attempt the jump. When you do attempt the jump, compress your suspension as usual, then release at the top of the mound of rubble.

You should clear the Cell wall and pass through the first ring. This is one occasion where you have to govern your speed. Too long a run-up will see you clear not only the wall, but the rings as well.

This should be the last time you have to see one of those purple rings. You'll fly through the last one to complete your 40th stunt ring, earning the "Stuntman" Achievement for your efforts.

WINGSUIT STUNT RINGS

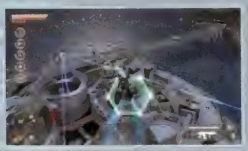
1. Eight Rings

This can be difficult unless you are able to keep a constant rhythm in your dives. The first thing to do is jump in the first ring from the top of the Agency Tower and immediately activate the wingsuit to dive into the second ring. Once through and your trail has turned red, pull up to get in line with the third ring.

After this point it is a case of keeping a constant flow and timing to pull up through the remaining rings. Keep steady air flow so you don't plummet too quickly on your way over to Hope Tower and the ring challenge will be yours.

2. Four Rings

This wingsuit challenge shouldn't prove too hard. Start with a simple jump into the first ring and activate the wingsuit. Once through, dive down and pull up to get in line with the second ring.



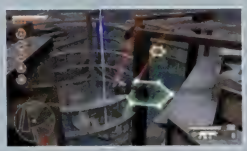
Glide into it and continue on course for the third ring. Not much movement is required on the next few steps. Simply steer yourself in the direction of the ring.

Once you're through the third, turn to the final ring inside the dome. You should be able to just glide into it with ease.

3. Five Rings

This is the most challenging of all the stunt rings. Jump into the first ring and immediately activate the wingsuit.

Once through the ring, glide and aim for the second ring. This shouldn't be a problem, as it is on a direct course from the first ring. Once through the second ring, dive down and pull up to gain as much height as possible. Once you're up high, float over the top of the third ring above the Security Ruins.



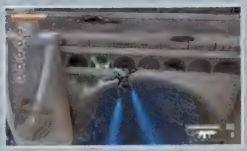
Now for the difficult part: dive down into the third ring and immediately you will see the fourth. Just before your head is in line with the top of the fourth ring, pull up and go through the ring while continuing to pull upwards. If you hit correctly, you should fly through the fourth ring and within a few seconds fly up into the fifth and final ring.

4. Four Rings

The most difficult part of this stunt ring is the first section. As soon as you pass through the first ring, activate the wingsuit, go into a dive, and then pull up to get in line with the second ring.

Once you have gained height, you should be able to just float into the second ring without the need to dive again.

Now continue floating down to the third. All this should require is slight movement toward its location.



The next one might look tricky but just continue to glide, only making the slightest movement toward the ring. Stay slow and steady and the last should be easy enough.

5. Four Rings

There is a long piece of girder that extends from the side of the tower in front of the first stunt ring. Take a careful run-up and jump to the first ring.

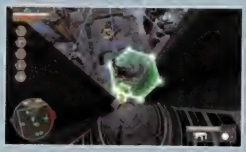
As you pass through the first stunt ring, activate the wingsuit and dive through the ring. Once through and your trail has turned red, pull up to get in line with the next ring.

The next is fairly easy; just be careful not to pull up too late or too far and overshoot it. Just move slightly up and down to stay on target, and it should be no problem.

The final ring is pretty easy to get as well. Just keep a constant flow in movement, slightly diving then pulling back up once the trail turns red. You should be able to maneuver with ease into this final ring. Don't move too quickly: slow and steady is the key to this ring.

6. Six Rings

Start off by standing on the tall red post at the top of Hope Tower. The best way to tackle this is to jump into the stunt ring and continue to fall to above the third ring.



Move slowly to line up with each of the stunt rings on the way through the tower.

As you pass through the third ring, activate the wingsuit and dive into the bottom ring. As soon as the bottom ring has been completed, pull up and head forward toward the final ring.

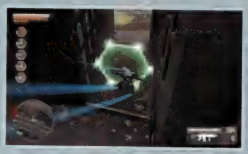
Be careful not to clip the bottom of the tower and also do not fly too high or else you will overshoot the final ring.

7. Six Rings

Although this set has six rings to fly through, it is actually easily achievable. From the top of the building jump off and into the first stunt ring. As soon as you have passed through the ring, activate the wingsuit and float to the next one.

The key after this is to not dive and keep a steady speed and movement. Move only slightly to get in line with the stunt rings.

It requires only the slightest of movement to get in line with the remaining rings. Do not move too rapidly or else it will knock you off course and you may overshoot your target.



Continue gliding around Hope Tower. The final ring is between two buildings directly in front of the fifth ring. Just glide into it and the challenge is complete.

8. Five Rings

Jump toward the first ring and activate the wingsuit just before passing through it. As soon as you are through the first ring, dive down and pull up as soon as the trail turns red to get in line with the next ring.

From this point just keep a steady flow of movement, diving then pulling up to keep in line with the next two rings.

After the third ring, pull up to float into the fourth. This should only require one dive.

From the final ring just steer slightly to float into the final target.

9. Two Rings

This is the easiest of all the wingsuit challenges in Pacific City. As soon as you jump off the roof in front of the ring, activate the wingsuit and fly through the first.

After the first ring, dive slightly and pull up to gain height. This should be enough to glide into the final ring.

10. Three Rings

Jump down into the first ring. As soon as you pass through the ring, activate the wingsuit and dive toward the second.

From the second, dive straight down toward the last, then pull up just as your head passes the bottom of the archway where the final ring is situated. Congratulations on finishing up the last of the wingsuit stunt ring challenges!

UNLOCKING ACHIEVEMENTS

You can get lost in Pacific City for days—searching for hidden orbs, seizing tactical locations, beating stunt rings—and it's good to know that all of your hard-earned playtime nets you some nice rewards. For all the major story line-related tasks, you earn Achievements, whether it be for discovering your first agility orb or detonating every beacon in Unity Heights. Even minor, and sometimes obscure, tasks can give you Achievements. For example, killing five enemies with a single Ground Strike attack gives you the "Pile Driver" Achievement, while blasting off 30 explosions in 60 seconds secures the "Bomberman" Achievement.

Listed below are the 50 Achievements in the game, along with the Achievement objective, Gamerscore points, and strategy tips on how best to pull off the given task. Take a look at these, and as you stop crime around Pacific City and complete missions, unlock a title here and there. Before you know it, you'll be more decorated than an Agency general.

1. First Hurdle

Objective: Complete the Agency training program

Gamerscore Points Awarded: 20

Tips: Start the game up and learn the basics of being a peacekeeper Agent. You automatically complete this Achievement when you run through the opening tutorial, which leads you to the tactical location in front of Springside Quay.

2. First Rung of the Ladder

Objective: Collect an agility orb

Gamerscore Points Awarded: 10

Tips: You can earn this Achievement at almost every turn in Pacific City. Collect your first agility orb and it's yours. After you take down the first tactical location in Springside Quay, you have ample time to pick up agility orbs in the dock area before continuing to the second tactical location in Container City. It's actually a good idea to keep collecting them until you reach Agility Level 2; you'll be that much more prepared for the second tactical location and future missions.

3. All Under Control

Objective: Bring a Cell stronghold back under Agency control

Gamerscore Points Awarded: 20

Tips: Any of the city strongholds will do, but it's easiest to gain this Achievement by taking down Springside Quay. To unlock the first mission and subsequent objectives, you must take down Springside Quay anyway. See the tactical location section in the "Mission Walkthroughs" chapter for complete details.

4. In the Net

Objective: Catch a renegade orb

Gamerscore Points Awarded: 10

Tips: As soon as you capture your first agility or driving renegade orb, you earn this Achievement. The easiest may just be the first driving renegade orb that you see at the Agency landing zone after you capture the Springside Quay stronghold. For complete details, see the "Orb Collection" chapter.

5. Get Connected

Objective: Activate an absorption unit

Gamerscore Points Awarded: 20

Tips: The standard mission has three absorption units, which gives you ample choices to earn this achievement. Completing the very first step of the first mission in Hope Springs gives you the Achievement. For complete details, see the "Mission Walkthroughs" chapter.

6. Tellin' Stories

Objective: Listen to an audio log

Gamerscore Points Awarded: 10

Tips: Collect your first audio log at one of several points around the city and earn the Achievement. See the "Orb Collection" chapter for more details.

7. Zero Factor

Objective: Use a UV weapon to kill 20 freaks in a 10-second period

Gamerscore Points Awarded: 10

Tips: Grab the UV shotgun in the Power Station freak lair at the end of the first mission. Run around the beacon several times once it's live and get a large freak crowd following you. Once you have 20 or more in close proximity, turn and trigger off a few shotgun blasts. Score the twentieth kill in under 10 seconds to earn the Achievement.

8. Big Bang

Objective: Successfully detonate a beacon

Gamerscore Points Awarded: 20

Tips: The standard mission ends with a beacon detonation. Completing the last step of the first mission in Hope Springs gives you the Achievement. For complete details, see the "Mission Walkthroughs" chapter.

9. Who's the Daddy?

Objective: Reach Level 5 on all skills

Gamerscore Points Awarded: 50

Tips: Hard work will earn you this Achievement. Orb hunting will earn you the Agility ability points you need. Hand-to-hand combat, especially against large freak groups, will net you Strength points. Using your weapons earns you Firearms points, and using your explosives earns you Explosive ability points. At night, drive through large freak groups to mass up the Driving ability points. It may take the whole game, but you can reach Level 5 in all categories to gain the title.

10. Hope Springs Savior

Objective: Detonate every beacon in Hope Springs

Gamerscore Points Awarded: 50

Tips: Hope Springs has three beacon missions. Finish all three to earn the Achievement. For complete details, see the "Mission Walkthroughs" chapter.

11. Green Bay Savior

Objective: Detonate every beacon in Green Bay

Gamerscore Points Awarded: 50

Tips: Green Bay has two beacon missions. Finish both to earn the Achievement. For complete details, see the "Mission Walkthroughs" chapter.

12. Plugged In

Objective: Activate every absorption unit in Pacific City

Gamerscore Points Awarded: 50

Tips: Pacific City has 27 absorption units, three absorption units per mission. Finish the absorption unit requirements for all nine missions to earn the Achievement. For complete details, see the "Mission Walkthroughs" chapter.

13. Light Bringer

Objective: Detonate every beacon in Pacific City

Gamerscore Points Awarded: 20

Tips: Pacific City has nine beacons, one beacon per mission. Finish all nine missions to earn the Achievement. For complete details, see the "Mission Walkthroughs" chapter.

14. Unity Heights Savior

Objective: Detonate every beacon in Unity Heights

Gamerscore Points Awarded: 50

Tips: Unity Heights has four beacon missions. Finish all four to earn the Achievement. For complete details, see the "Mission Walkthroughs" chapter.

15. Pest Control

Objective: Close a freak breach

Gamerscore Points Awarded: 10

Tips: As soon as you close your first freak breach, this Achievement becomes yours. For complete details on how to seal a freak breach and the 25 freak breach locations, see the "Mission Walkthroughs" chapter. Start each breach quickly after sunset to ensure you have the longest time possible to close it. If the sun comes up, the freaks retreat and you have to wait until night to try again.

16. The Closer

Objective: Close every freak breach in Pacific City

Gamerscore Points Awarded: 20

Tips: After you close every freak breach, this Achievement becomes yours. For complete details on how to seal a freak breach and the 25 freak breach locations, see the "Mission Walkthroughs" chapter.

17. Location, Location, Location

Objective: Bring every tactical location in Pacific City under Agency control

Gamerscore Points Awarded: 50

Tips: After you secure all the tactical locations and strongholds, you can notch this Achievement in your reward belt. For complete details on how to tackle each of the 27 tactical locations, see the "Mission Walkthroughs" chapter.

18. In Plain Sight

Objective: Collect a hidden orb

Gamerscore Points Awarded: 10

Tips: Collect your first hidden orb at one of several points around the city and earn the achievement. See the "Orb Collection" chapter for more details.

19. Wingsuit Racer

Objective: Glide through every wingsuit stunt ring in Pacific City

Gamerscore Points Awarded: 20

Tips: There are 10 wingsuit stunt rings around Pacific City, and you have to fly through every ring to earn the Achievement. See the "Stunt Rings" chapter for complete details.

20. Pebble Dash

Objective: Survive a massive drop into a toilet

Gamerscore Points Awarded: 10

Tips: At any point after completing the Refinery Mission begin at the top platform on the Agency Tower and look for the large, open, concrete smokestack around the tower perimeter. You'll see a white exit beam pulsing out of it; that's the exit path from the vault hex at the smokestack's base. At Agility Level 5, take a running start on the platform and leap as far as you can. As you descend, aim for the center of the smokestack and drop straight down the middle. You cannot use your wingsuit at any time during your decent. You must land in the giant toilet at the base, and you must land in the deepest part of the water to survive; anything else equals instant death at terminal velocity. Survive and you earn the Achievement, plus you get to play with some of the fun beach ball and rubber ducky toys floating around the toilet.

21. Pile Driver

Objective: Kill five enemies with a single Ground Strike

Gamerscore Points Awarded: 10

Tips: You can accomplish this Achievement almost anywhere. Climb to the top of a building or hill, position yourself over a large enemy group, drop down, and activate a Ground Strike attack just before you hit. If you can't find five Cell clumped together, head toward the freak clusters.

22. Tower Power

Objective: Complete the final phase of Project Sunburst at Agency Tower, alone or with another Agent

Gamerscore Points Awarded: 20

Tips: There are nine main missions to Project Sunburst. Complete those to unlock to end-game missions: the first at the Refinery against Cell, and the second at the Agency Tower against freaks. Finish all of these missions to earn the Achievement. For complete details, see the "Mission Walkthroughs" chapter.

23. Closed Book

Objective: Collect and listen to every audio log in Pacific City

Gamerscore Points Awarded: 20

Tips: There are a ton of these around Pacific City, and you have to collect every one of them to earn the Achievement. See the "Orb Collection" chapter for complete details.

24. Sixth Sense

Objective: Find and collect every hidden orb in Pacific City

Gamerscore Points Awarded: 30

Tips: Pacific City holds many hidden orbs and you have to collect every single one to earn the Achievement. See the "Orb Collection" chapter for complete details.

25. King of the World

Objective: Find and collect every agility orb in Pacific City

Gamerscore Points Awarded: 50

Tips: There are a ton of these around Pacific City, and you have to collect every one of them to earn the Achievement. See the "Orb Collection" chapter for complete details.

26. Renegade Runner

Objective: Find and collect every renegade agility orb in Pacific City

Gamerscore Points Awarded: 20

Tips: Pacific City has lots of these, and you have to collect every single one to earn the Achievement. See the "Orb Collection" chapter for complete details. If you're having trouble with any of the renegade agility orbs, try to confuse the orb by running toward it in a zig-zag pattern. Done correctly the orb can be made to bob gently back and forth as you close in.

27. Renegade Racer

Objective: Find and collect every renegade driving orb in Pacific City

Gamerscore Points Awarded: 20

Tips: There are many driving renegade orbs around Pacific City. Collect them all to earn the Achievement. See the "Orb Collection" chapter for complete details.

28. Speed Demon

Objective: Complete a road or rooftop race

Gamerscore Points Awarded: 10

Tips: Compete in any of the races around Pacific City and finish before the time limit expires to earn the Achievement. See the "Road Races" and "Rooftop Races" chapters for more details.

29. Street Racer

Objective: Complete every road race in Pacific City

Gamerscore Points Awarded: 20

Tips: Complete all the races around Pacific City to earn the Achievement. See the "Road Races" and "Rooftop Races" chapters for more details.

30. Rooftop Racer

Objective: Complete every rooftop race in Pacific City

Gamerscore Points Awarded: 20

Tips: Complete all the races around Pacific City to earn the Achievement. See the "Road Races" and "Rooftop Races" chapters for more details.

31. Stuntman

Objective: Jump a vehicle through every vehicle stunt ring in Pacific City

Gamerscore Points Awarded: 20

Tips: There are a ton of these stunt rings around Pacific City, and you have to jump through every one to earn the Achievement. See the "Stunt Rings" chapter for complete details.

32. LIVE and let LIVE

Objective: Collect every online orb in Pacific City

Gamerscore Points Awarded: 10

Tips: Pacific City is littered with online orbs. Collect every one to earn the Achievement. See the "Orb Collection" chapter for complete details.

33. Solid Block of Orbsome

Objective: Find and collect every agility, hidden, renegade, and online orb in Pacific City

Gamerscore Points Awarded: 50

Tips: There are 925 of these orbs in Pacific City, and you have to collect every single one to earn the Achievement. See the "Orb Collection" chapter for complete details.

34. Jack of All Trades

Objective: Complete one of every objective type in Pacific City

Gamerscore Points Awarded: 20

Tips: If you seek the other Achievements in this list, you'll eventually trigger this one. Objective types include: absorption unit, beacon, tactical location, freak breach, rooftop race, road race, agility orb, hidden orb, audio log, agility and driving renegade orbs, vehicle stunt ring, and wingsuit stunt ring.

35. City Glider

Objective: Wingsuit-glide through the airspace of all islands in Pacific City without touching down

Gamerscore Points Awarded: 10

Tips: Ideally, start from high up on Hope Tower in Unity Heights, then continually use the dive/pull up technique to maintain altitude as you glide round each of the islands. As you dive, the streaks behind you will turn red. At this point you can pull up and gain some altitude. You only need to be above land briefly on your mini-map for each island to complete this achievement.

36. Squad City Glider

Objective: Four Agents wingsuit-glide through the airspace of all islands in Pacific City within 30 seconds of leader

Gamerscore Points Awarded: 20

Tips: Same as above, except you have to coordinate a team of Agents to pull off the feat. This Achievement is very difficult to pull off, but highly rewarding if you all make it.

37. Open Up a Can

Objective: Kill five enemies with a single gas cylinder

Gamerscore Points Awarded: 10

Tips: Because gas cylinders are hard to control and Cell members are usually smart enough not to group up next to one, it's best to take this one on the run. Grab a gas cylinder from any area, such as the Refinery, and carry it to freak hotspot above ground or a freak lair. Drop the cylinder into the midst of dozens of freaks, shoot it from range, and bang—you have yourself an Achievement. An alternate way is to Mag a canister to the ground and shoot the nozzle. Due to the chaotic nature of the gas canisters, this may result in a whirling dervish killing lots of freaks.

38. Co-op Keepy Up

Objective: Pass a vehicle back and forth between Agents three times using UV shotguns. The vehicle must not hit the ground

Gamerscore Points Awarded: 10

Tips: It takes some practice to judge when to fire the UV shotgun to control the vehicle's trajectory, but once you get it down in a co-op game, you can pull this Achievement off. Stand apart on an open street without any debris or obstacles. One Agent picks up the vehicle and throws it toward his partner, who shoots it back with the UV shotgun, and then the first Agent shoots it back again. Repeat until the Achievement triggers. You can also Mag a vehicle to a building to keep it suspended.

39. Yippee-Kai-Yay

Objective: Drive an Agency SUV into an airborne helicopter

Gamerscore Points Awarded: 10

Tips: What may seem like a difficult Achievement at first is actually relatively easy. Set up a ramp truck and your SUV a short distance away from an Agency landing zone. Call for a vehicle drop-off at the landing zone. Run back to the SUV and wait for the helicopter to arrive. As it drops off the vehicle, gun the SUV's accelerator, hit jump when on the ramp, and smash into the chopper for your reward. Alternately, have a buddy fly an agency helicopter low enough for you to jump into.

40. Strike

Objective: Kill 25 freaks with thrown objects or vehicles

Gamerscore Points Awarded: 10

Tips: Get your Strength high enough to lift up cars and trucks. Pick one up and throw it into a mess of freaks. Repeat until 25 explode to trigger the Achievement.

41. Victory Roll

Objective: Alone or with another Agent, kill an enemy with a mounted turret while airborne and upside-down

Gamerscore Points Awarded: 10

Tips: Any turreted vehicle will do, but as you need to get it upside down, an agile vehicle like the Agency Buggy is best. One of the most useful areas for freaks is the Expo Center at the northeast end of Pacific City. At night it is swarming with freaks, and there are enough small stairs to drive up and flip yourself upside down while shooting. Stray shots are likely to hit freaks and award you the achievement. Alternatively, if you are in co-op, sit in a Tank or Buggy and have a friend Mag you to a building so that you hang upside down. Then simply let rip with your vehicle's weapon.

42. Mosh Pit

Objective: Land 20 successful hand-to-hand attacks in a chain. You must land each attack in under 3 seconds to chain them

Gamerscore Points Awarded: 10

Tips: Against a few enemies, this Achievement isn't possible; they die too quickly to allow you 20 attacks. If you duke it out with several heavily armored Cell enemies at once, it's possible, but not likely. Better to head into the most densely populated freak areas, usually the freak lairs, and go mad with your martial arts until you chain 20 attacks in a row on multiple enemies and unlock the Achievement.

43. Scarface

Objective: Use the turret machine gun to amass 20 enemy kills in a 10-second period

Gamerscore Points Awarded: 10

Tips: As with most of your combat Achievements, it's possible to pull this off against Cell, but more likely you want a horde of freaks to serve as the shooting gallery. Get as many in your sights as possible and then unload. You can use a handheld turret, or one still attached to a vehicle/turret mount. The Agency Buggy is probably the easiest way to get this in the middle of a dense crowd of freaks.

44. Street Sweeper

Objective: While driving a vehicle, kill five enemies in a single powerslide

Gamerscore Points Awarded: 10

Tips: Practice driving your vehicle of choice, especially around curves where you can powerslide effectively. Whenever you're cruising around town and see a pack of enemies, put the pedal to the metal and powerslide at them. Eventually, you'll slam five enemies in a single slide and unlock the Achievement.

45. Pin Cushion

Objective: Use the harpoon gun to pin five enemies to a single vehicle

Gamerscore Points Awarded: 10

Tips: Freaks are no good for this achievement as they burn up on death, so regular humans it is! The easiest area to obtain this is the Shorico Yard tactical location at the northeast end of the docks, assuming you have not already completed it. There are a number of large vehicles available to use as the pin cushion, and a lot of lightly armed Cell from the tactical location. The biggest bit of advice is to go for headshots with the Harpoon gun, as this makes the target fly the farthest.

46. Bomberman

Objective: Create 30 explosions in 60 seconds

Gamerscore Points Awarded: 10

Tips: Arm yourself with any of the explosive weapons, though the turret rocket launcher with lots of ammo works best. Take along eight grenades. Find a nice deserted area where no one will bother you for a minute and let loose the barrage of explosions. Thirty booms later you will have an Achievement. Turret weapons have infinite ammo while mounted, which helps if you're worried about running out of ammo, and the initial docks area has a lot of explosive items to speed things up.

47. 25 Ways to Die

Objective: Find 25 unique ways to destroy your cloned body

Gamerscore Points Awarded: 10

Tips: Allow yourself to be killed at least once by each of the following methods:

Shot/Blown Up: shot with bullet, shot with Harpoon, shot in the head, shot/blown up by chopper weapon, shot/blown up by turret weapon, blown up by grenade/satchel charge, blown up by rocket, blown up by proximity mine, blown up by exploding object, blown up by Quacker.

Melee/Physics: hit by player Ground Strike, hit by player with held object, hit by driven vehicle, hit by chopper blades, hit by hand-to-hand melee, hit by thrown object, hit by the ground (falling), killed while in a vehicle.

Enemy Types: killed by Reaper, killed by Pounder, killed by Agent Reaper, killed by heavy armored Cell, killed by Scrounger, killed by any Cell, killed by any Peacekeeper.

48. Car Jump

Objective: Leap from one fast-moving vehicle to another. Both vehicles must be travelling at over 45 mph

Gamerscore Points Awarded: 10

Tips: This one works best in Co-op mode when two Agents each have a vehicle and the third makes the jump. Rather than chase down two high-speed vehicles in a Solo mode, team up with two buddies and take your cars out to the longer stretches of highway. Line the vehicles up side by side. One Agent jumps atop one of the vehicles, then the other two Agents accelerate up to top speed. The Agent up top hops from one car to the next to unlock the Achievement. Change positions and repeat until all three Agents have the Achievement.

49. Chopper Stomper

Objective: Leap from an airborne Agency helicopter and, using Ground Strike, kill at least one enemy

Gamerscore Points Awarded: 10

Tips: As long as you don't mind wasting an Agency helicopter, this Achievement is easy. Grab one of the helicopters from the Agency airstrip (Level 5 Agility needed). Fly it above an enemy group, eject from the chopper (be careful not to get caught by the blades), and drop on the enemy group with a Ground Strike attack. Kill at least one of the enemies to unlock the Achievement.

50. Party Bus

Objective: Four Agents (one driver and three gunners) on a battle bus must jump through a vehicle stunt ring

Gamerscore Points Awarded: 10

Tips: Climb on board the battle bus and drive over to your favorite single-ramp stunt ring. You'll likely find ring set 1, 2, or 9 to be the easiest. See the "Road Races" chapter for exact single-ring coordinates. There are two battle buses available: one to the west of the Hope South tactical location, and one at The Pier tactical location at the north end of Pacific City. Make the jump and four players get the Achievement for the price of one!

AVATAR AWARDS LIST

There are 5 Avatar Awards in Crackdown 2. All 5 are linked to earning achievements, either in Crackdown 2 or in one instance, Crackdown. You will be given the award appropriate to your Avatar.

Freak Slippers (Male and Female versions)

'First Hurdle' Achievement

Ruffian Hat (unisex)

'Hope Spring Savior' Achievement

Orb Shirt (Male and Female versions)

'First Blood' Achievement detected from Crackdown

Official Agency Hoodie (Male and Female versions)

'Jack of all Trades' Achievement

Level 1 Agent Suit (Male and Female versions)

'Light Bringer' Achievement

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MIKE SEARLE

Mike Searle was born before regular, everyday people—not those scientist types—had computers in their houses. Some might say that makes him a dinosaur, but others think him a grizzled veteran of the gaming world. He's played 4,380 more video games than his lovely wife, Deb—she has no clue what the initials "FPS" stand for—but his kids Raina, Henry, Tristan, and Nate are quickly catching up to him.

NICK VON ESMARCH

Nick's obsession with gaming began in the days of 8-bit consoles and 1-button controllers. Born and raised in sunny California, Nick spent most of his childhood indoors, careful to avoid nearly all forms of social interaction. At the age of 22, he moved to Los Angeles to pursue opportunities in video game retail, eventually settling into a mildly successful acting career. Nick now spends all of his energy balancing acting and writing opportunities to support his fiercely defended gaming addiction.

PRIMA Official Game Guide

CRACKDOWN 2

ALL ORB LOCATIONS SHOWN WITH MAPS, SCREENS, AND DIRECTIONS TO FIND THEM!

CRACKDOWN 2
GREEN BAY: SOUTH
Agility Orb 1
Agility Orb 2
Agility Orb 3
Agility Orb 4
Renegade Agility Orb
Renegade Driving Orb
Hidden Orb
Story Orb
Online Orb
Hotspot
Level 1 Agility Orbs
Move to the large, orange building east of Funland. There is a large, open gate on the building's south side.
Climb up the inside of the open gate and face south. Look up at the arches above you.
Climb up the arches and grab the Level 1 agility orb above the open gates.
Drop down to the ground and head west toward the entrance to Funland. There is a crumbling column along the wall south of the large clown.
Climb up the crumbling column and run north along the top of the wall. Climb up to the sign above the clown and grab the Level 1 agility orb from the Funland entrance.
Climb down to the ground and move to the beach access on the west side of Funland. Climb up to the sign above the wall and grab another Level 1 agility orb.
Drop down and run southeast through the center of Funland. Move past the west side of the Ferris wheel toward the pizzeria at the end of the park.
Climb up to the top of the building and collect the Level 1 agility orb on the large slice of pizza.
Move to the patch of grass near the freeway off-ramp on the east side of the buildings. There is a hole in the wall at the edge of the grass.
Move west through the hole in the wall. Face south and move to the balconies at the corner of the large, red building. Climb up the balconies to reach the rooftop above.
Move to the north side of the rooftop and jump across to the gray building ahead. Climb up and grab the Level 1 agility orb from the sign on the rooftop's east side.
Face east and jump down to the building below. Climb up and collect the Level 1 agility orb from the top of the billboard.
Drop down and move to the west side of the rooftop. Locate the balconies on the brown building across the alley.
Climb up to the greenhouse on the top of the building. Face north and jump up to the ledge at the end of the greenhouse. Climb up the red section of the building and collect the Level 1 agility orb at the top.
Face west and hop down to the rooftop below. Collect the Level 1 agility orb from the edge of the rooftop.
Move to the west side of the brick building near the small basketball courts. Locate the balconies at the corner of the red building to the south.
Climb up the balconies and hop over to the top of the brick building.
Climb up the wall at the corner of the building and run southeast down the corridor.
Climb up the side of the roof and collect the Level 1 agility orb at the top.
Climb onto the sign at the end of the corridor and grab the Level 1 agility orb at the top.
Jump down to the basketball courts east of the building. Cross to the corner of the brown building at the other end of the courts.
Face north and make a running leap over to the next building. Collect the Level 1 agility orb on the large, white sign.

Mission walkthroughs with maps for Tactical Locations, Freak Breaches, and Absorption Units and Beacons!

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Breakdown of enemies, weapons, and vehicles to help you choose the right tools for the job!

Strategies on how to complete all 50 Achievements!

Michael Searle & Nick von Esmarch

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